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GAME GUIDE TO

NFL BLITZ

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AND RYAN MAC DONALD

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WHAT'S INSIDE

INTRODUCTION TO NFL BLITZ7

About This Guide8

PART ONE: THE BASICS 10

Team Selection.....11

Basic Offensive Techniques11

 Spinning.....12

 Jumping12

 Stiff Arm12

 Play Selection13

Basic Defensive Techniques14

 Quick Player Switch14

 Overload One Side of the Line14

 Knock the Receiver Down.....15

 Disguise Your Intentions.....15

 Play Selection15

PART TWO: PLAY-BY-PLAY OFFENSE 16

Back Split18

 Basic.....18

 Variation One19

 Variation Two20

 Variation Three.....21

Blizzard21

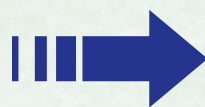
 Basic.....22

 Variation One22

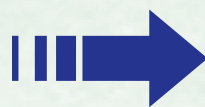
Criss Cross23



Basic.....	23
Variation One	24
Variation Two	25
Da Bomb	26
Basic.....	26
Variation One	27
Variation Two	28
Variation Three	29
Dawg Hook	30
Basic.....	30
Variation One	31
Hail Mary	31
Basic.....	32
Variation One	32
HB Block.....	33
Basic.....	33
Variation One	34
Variation Two	35
Middle Pick	36
Basic.....	36
Variation One	37
Variation Two	38
Reverse Zip	39
Basic.....	39
Variation One	40
Variation Two	41
Variation Three	42
Screen	42
Basic.....	42



Variation One	43
Slant	43
Basic.....	44
Variation One	44
Variation Two	45
Variation Three	46
Sub Zero	46
Basic.....	47
Variation One	47
Variation Two	48
Variation Three	49
Super Fly	50
Basic.....	50
Variation One	51
Variation Two	52
Variation Three	53
Variation Four	54
Sweep	55
Basic.....	55
Variation One	56
Variation Two	57
Turmoil	58
Basic.....	58
Variation One	58
Variation Two	59
Variation Three	59
Variation Four	60
UTB Deep	61
Basic.....	61



Variation One	62
Variation Two	63
Variation Three	64
Up The Gut	64
Basic.....	65
Variation One	65
Variation Two	66
Upper Cut	67
Basic.....	67
Variation One	68
Variation Two	69

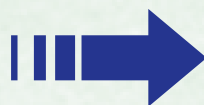
PART THREE: PLAY-BY-PLAY DEFENSE70

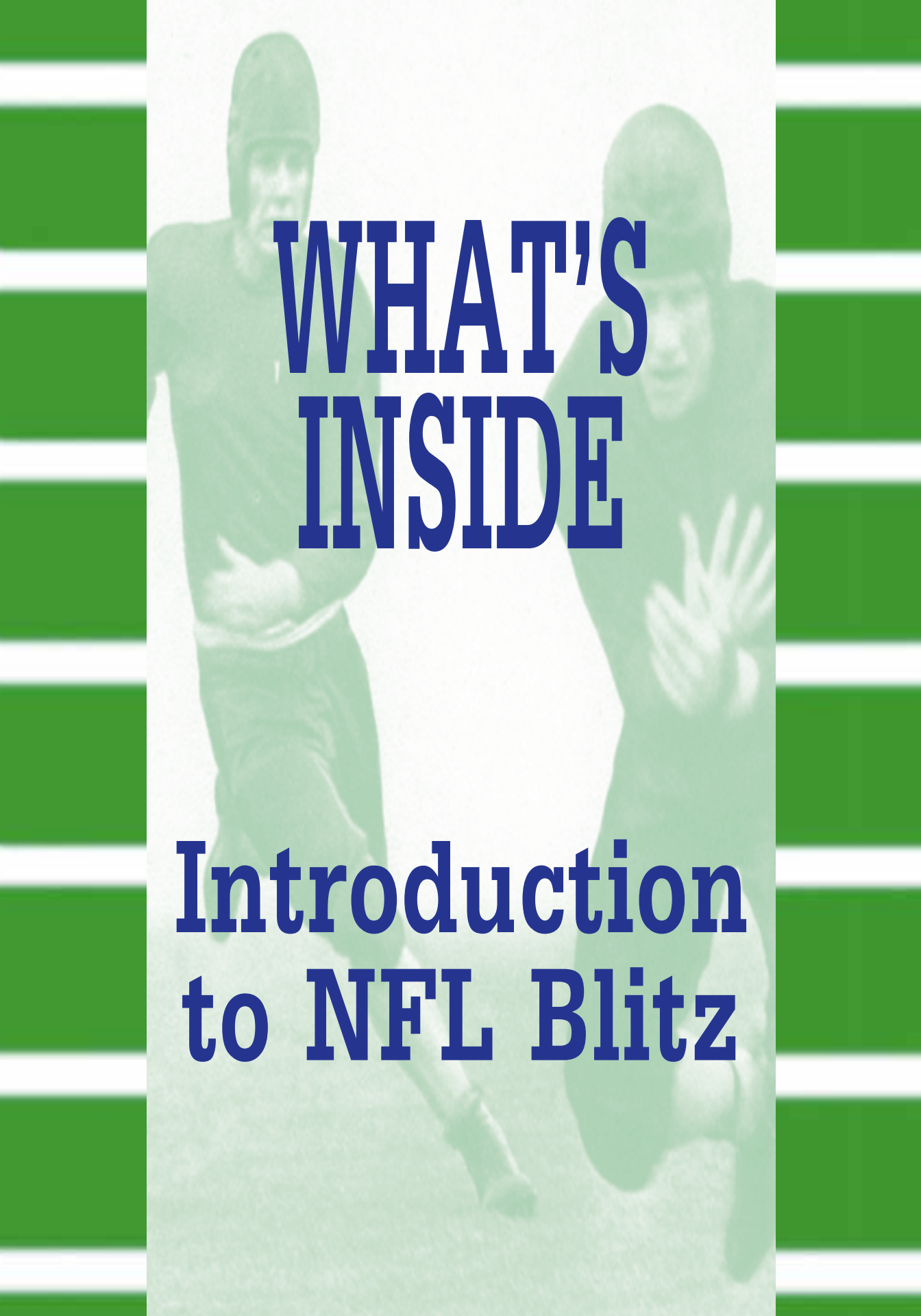
One-Man Blitz.....	71
Two-Man Blitz.....	71
Deep Zone	71
Goal Line	72
Medium Zone	72
Near Zone.....	73
Safe Cover.....	73
Suicide Blitz.....	74
Zone Blitz	74

PART FOUR: THE BLITZ GAME PLANS75

Ryan Mac Donald's Blitz Game Plan	76
Jeff Gerstmann's Blitz Game Plan.....	79
Vince Broady's Blitz Game Plan	81

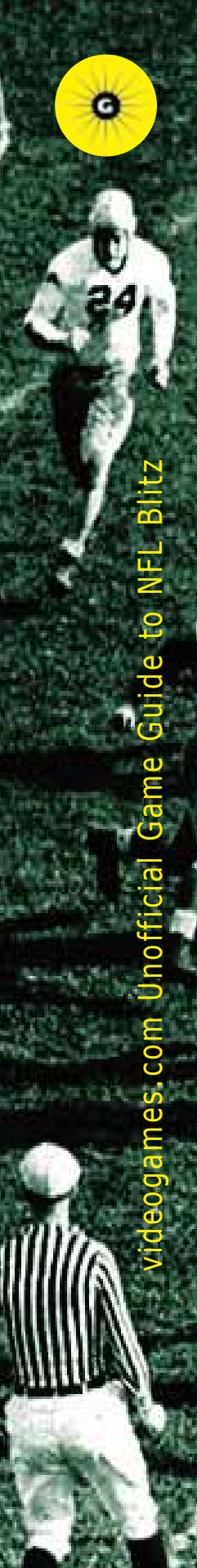
PART FIVE: CHEAT CODES & SECRETS84





WHAT'S INSIDE

Introduction to NFL Blitz



There's only one thing more fun than playing NFL Blitz, and that's winning at NFL Blitz. And whether you're just getting started or have been playing the game for months in the arcade, chances are you've lost more often than you'd like. All that ends today. You have arrived at the ultimate NFL Blitz resource, a strategy guide that will teach you what works, what doesn't, and why. You'll find out:

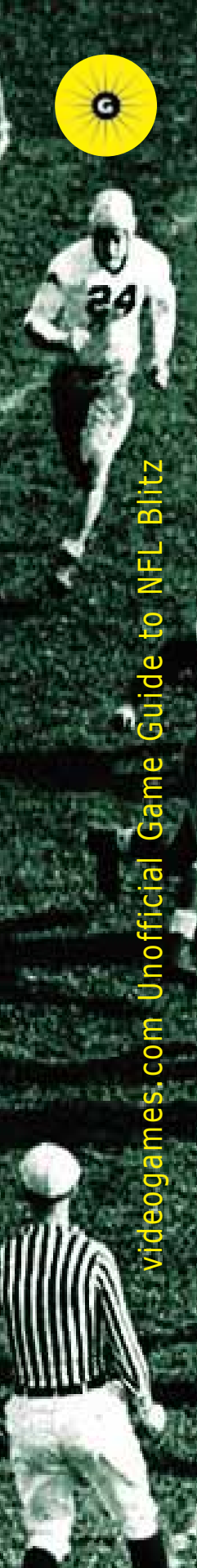
- **How to pick your team**
- **Which plays are worth calling, and which are better left alone**
- **Key offensive and defensive strategies**
- **Tricks and techniques that range from the subtle to the sublime**
- **How the authors approach the game**
- **The cheats for fun and advantage on the gridiron**

So enjoy! We've provided everything you need to become an expert Blitz player. The rest is up to you.

ABOUT THIS GUIDE

The guide is divided into five parts. In Part One, we give you overall strategies that will set you on your way to victory. We'll tell you which teams to pick, which moves to use, and provide concise advice on calling offensive and defensive plays. In Part Two, we look at every offensive play, telling you not only how each works, but also providing step-by-step instructions on how best to run them. We do the same thing for defense in Part Three. Part Four is our chance to play coach and give you our game plans. In Part Five, we give you every Blitz cheat code known to man (not that you'll need them, of course).





We'd like to say up front that we're not going to spend much time rehashing information you can find in the game itself; we assume you know the basics already. If you're not familiar with NFL Blitz, you should read the manual and play a few games before continuing.

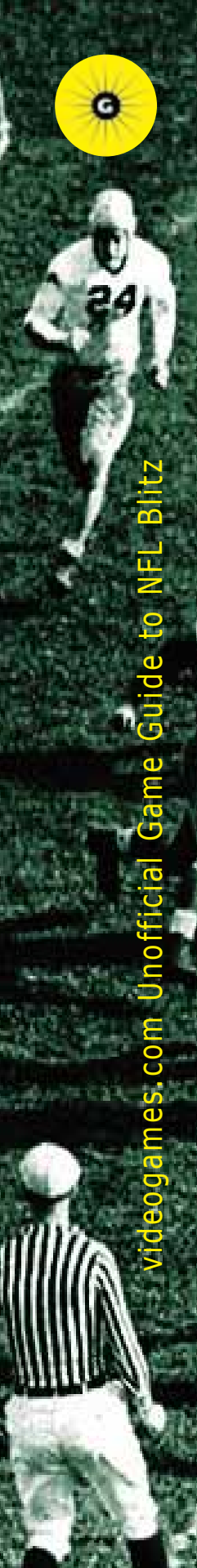
CLICK ME!



A background image of two football players in action, wearing helmets and jerseys, running on a field. The image is faded and serves as a backdrop for the text.

PART ONE

The Basics



In football, you gotta have a good grasp of the fundamentals, otherwise your opponent will likely be handing you your rear end—and that's especially true in NFL Blitz. Here we'll discuss team selection, and basic offensive and defensive techniques.

TEAM SELECTION

At our offices, we only pick three teams: Denver, Dallas, or Green Bay. Each has really high stats, and all are good enough to beat one another. Picking a lesser team is fine if you're playing a lesser opponent and want to even things up. But if your focus is on winning, pick one of the big three.

If you can't bring yourself to pick one of these three, Tampa Bay is a solid choice, as are San Francisco and New England. After that, you're asking for trouble.

BASIC OFFENSIVE TECHNIQUES

Spinning, jumping, and throwing stiff arms are what turn three-yard plays into 70-yard scores. But just pounding the turbo button and hoping you can spin your way up the field won't be effective and will lead to more than a few turnovers. Learning to control your turbo consumption and knowing when to use each move only comes with practice, but here are some guidelines on how best to employ your players' special moves.



SPINNING

The spin move, when used at the right moment, will make you invincible. You can spin right through diving defenders, out of the way of an impending tackle, and right through piles of guys that want to hurt you. But don't spin more than twice in one play unless you're absolutely going for broke. The more you spin, the more likely you are to fumble. Also, never spin when you're out of turbo. That's just asking for trouble.

JUMPING

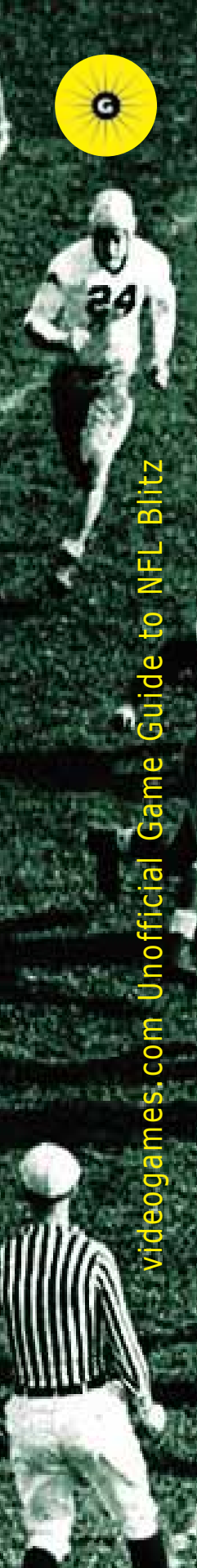
Jumping is most often used when passing the ball. The jump pass will prevent your QB from getting sacked while passing, and many top players will use it on every single play. You can also jump to avoid diving tacklers (also known as hurtling).

Double-tapping the jump button makes your player dive. A good trick when you're near the goal is to simply dive over the pile and into the end zone just as the play starts. Also, if you're in the middle of the field, nearly out of turbo, and the defenders have caught up to you, you can dive for a few extra yards. Sometimes you'll land a few yards upfield from the dive, then get tackled, which will carry you an additional three or four yards upfield. Of course, diving does open you up to the dreaded fumble, so use it sparingly and wisely.

STIFF ARM

The stiff arm is easily forgotten, but can be a powerful ally in your struggle to gain yards. Timing is most critical when using the stiff arm—it must be used a fraction of a second before the defender comes within range. The only problem is that the stiff arm is easily misdirected if there is more than one guy near





you. It's common to spin through one guy, then try to stiff arm a second man, only to have the arm pointed at the guy you already burned. Use it whenever possible, but keep in mind that it won't work in a crowd.

PLAY SELECTION

Falling into a play-calling rut is an easy way to lose a lot of games. You may have mastered one or two plays, but if your opponent knows exactly what to expect—if you always go right when you call Uppercut, or pass to the back when you call Slant—he'll stop the play nine times out of ten. You can counter this by running multiple variations on a given play (just check out our play-by-play section to see how), or by running different plays that use the same formation.

But whatever you do, it's critical to mix your plays up as much as possible. This isn't always easy. In the heat of the moment, many players fall into the trap of calling their favorite plays over and over again. One technique for avoiding this is to force yourself to mix it up by strictly following a play-calling pattern, such as calling a play from the first row, then from the third row, then from the second row. This not only keeps your offense unpredictable, it ensures that you'll gain experience and expertise across a wide variety of plays.

The bottom line is that if your opponent is expecting one thing to happen, and you come to the line with something different, you're going to have the advantage—be it a little extra time, a receiver who's a little more open, or a defender who's a little out of position. And that little something can be the difference between a touchdown and an interception. As legendary running back Gayle Sayers put it: "Just give me 18 inches of daylight—that's all I need."





BASIC DEFENSIVE TECHNIQUES

Quite possibly the most important concept on defense is to remember that the play ain't over till it's over. So often, the defensive player stops playing as soon as he makes a dive at the ball carrier, and pays dearly. Regardless of what style of play you use, or which play you call, your defense will be much more effective if, right after you dive at the carrier, you switch to the next-closest man and start setting up a second dive just in case the first one misses. Here are some more defensive techniques:

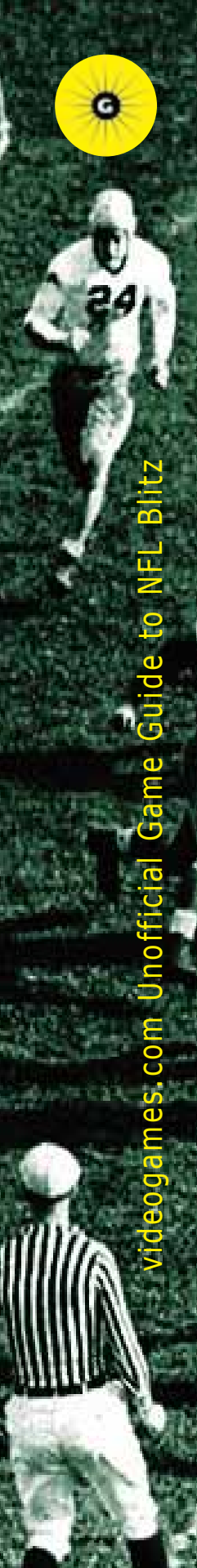
QUICK PLAYER SWITCH

To get the most effective pass rush, hit the player switch button as quickly as you can after the snap. This will switch to a defensive lineman, and about half the time that lineman will break clear of his blocker and draw a beeline for the QB. Even if the QB gets the pass off, you still have all your defensive backs in coverage, reducing the likelihood of a big play.

OVERLOAD ONE SIDE OF THE LINE

A riskier tactic for putting pressure on the quarterback is to bring a defensive back (generally whoever is playing the middle of the field) running up to the line of scrimmage before the ball is snapped, and rushing right in at the QB. This often results in a sack, but beware: If you don't get to the QB, you may be in trouble, since you've taken a defender out of coverage.





KNOCK THE RECEIVER DOWN

Ruining your opponent's timing can be just as effective as pressuring his QB, and there's no better way to do that than to knock down one or more of his receivers. You can do this by switching to a defender near a receiver before the play begins, then diving into him as soon as ball is snapped. Of course, if you miss, he'll be all alone—so don't miss!

DISGUISE YOUR INTENTIONS

Skilled players make offensive decisions before the ball is snapped, based on what the defender is doing. Take advantage of this by making him think you're going to do one thing, and then do another. For example, bring your linebacker up to the line as if he's going to blitz, then, at the last second, pull him back into coverage. Or keep your defenders set in their initial positions, but run a delayed blitz shortly after the play begins.

PLAY SELECTION

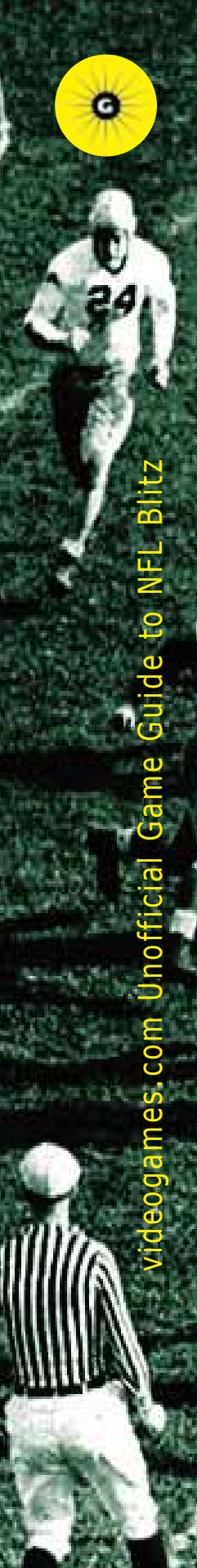
There's no easy way to say this, so we'll just say it: most of Blitz's defensive plays are completely worthless. The vast majority of players run only two or three defensive plays, and some run only one. In fact, in a recent contest, Mark Turmell, the game designer behind Blitz, ran Safe Cover every single snap of the game. It may not be interesting, but if you want to win, you might consider following his lead.

Still, for sanity's sake, you may want to mix things up a little. Besides Safe Cover, two other defensive plays, Near Zone and Medium Zone, can come in handy on occasion, particularly in short and extremely long yardage situations. Read our play-by-play section to find out more.

A green-tinted photograph of two baseball players in action, running on a field. The player on the left is in the foreground, wearing a dark jersey and a cap, with his arms outstretched. The player on the right is slightly behind him, also in a dark jersey and cap, with his hands raised. The background is a light, hazy field.

PART TWO

Play-by-Play Offense



In this section, we'll run you through each NFL Blitz play. We'll not only tell you how the plays work, we'll tell you exactly how to run them for maximum effectiveness. In addition, we'll show you how to use motion, double passes, and AI quirks to run a play three, four, or even five different ways. These techniques come straight from some of the best NFL Blitz players in the world—in fact, the only reason they've agreed to reveal them is because they're now moving on to Blitz 99.

Note that the receivers are numbered from left to right, and all these plays assume that you haven't flipped the formation. If you do flip the play, rights become lefts, and vice versa. Also note that complete sequential diagrams of each play and all its variations are available exclusively in this downloadable PDF version.



BACK SPLIT

This is arguably the most versatile play in the entire game. Two backs run long patterns behind the line of scrimmage, giving you the opportunity to toss the ball back-and-forth multiple times during a single play. And while Back Split usually works best against man defenses, it does have quick outs that you can use for short yardage against the zone.

BASIC

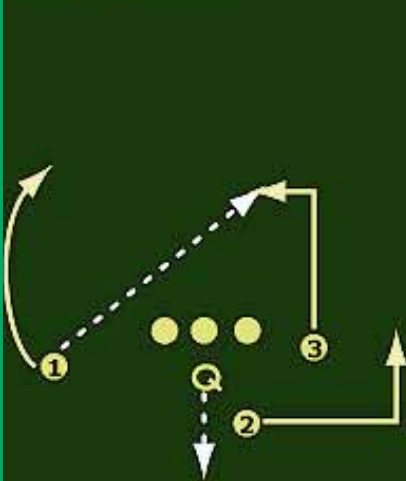
Back Split: Basic (1/2)

Drop straight back, and look for the receiver one on the outside



Back Split: Basic (2/2)

then either run or hit receiver two as he breaks over the middle



Right from the start, you can hit receiver one on the left for an easy gain, or you can wait a little bit longer and hit receiver three on the right, then turn him up and to the outside. If you can wait even longer, look for receiver two to run upfield and cut left—against man defenses, and man defenses only, he'll be open immediately after he cuts.

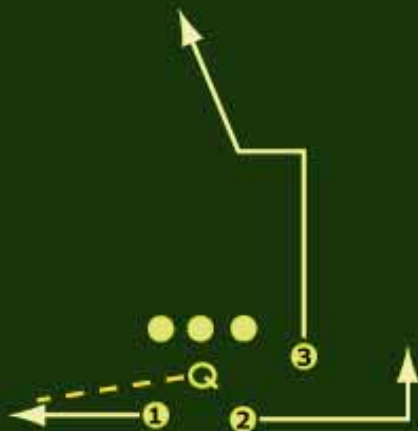




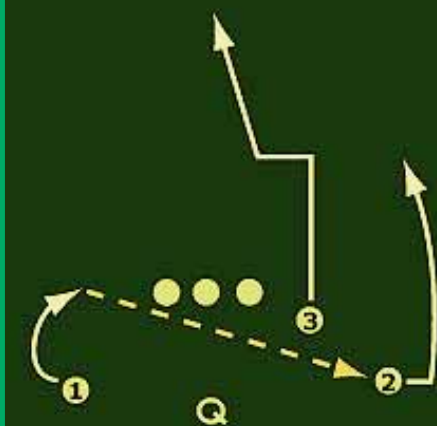
VARIATION ONE

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Back Split: Variation 1 (1/2)
Drop straight back, and immediately hit receiver one



Back Split: Variation 1 (2/2)
Run upfield briefly, then fire back crossfield to receiver two

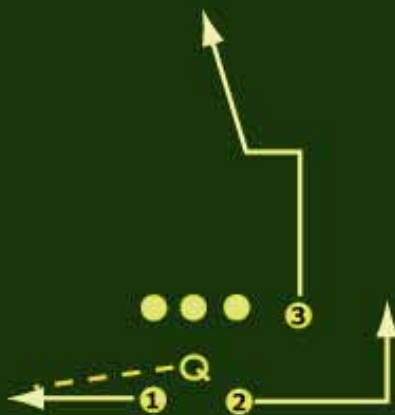


Snap the ball and drop one step back. Hit receiver one, then immediately pass to receiver two on the right and run him upfield. The left-right-left action will easily confuse lesser players. If the path ahead of receiver two is blocked, try passing back to receiver one on the left. This is a fairly risky maneuver that has led to more than one interception, but when it works, it's truly a thing of beauty.

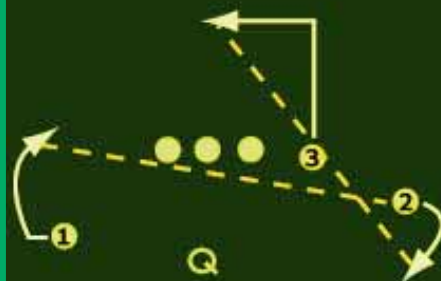


VARIATION TWO

Back Split: Variation 2 (1/2)
Drop straight back, and immediately hit receiver one



Back Split: Variation 2 (2/2)
Pass back to receiver two, then hit receiver three as he breaks to the left



You might have seen the computer do this one to you a couple of times. As in variation one, hit the man on the left, and then hit the man on the right. Then take a step or two back, wait for receiver three to cut left, then pass it to him. This one's good for at least 15 yards against man defenses. To change this up a bit, you can hit receiver one, and then just wait until your receiver cuts and hit him from there. Or, if you're feeling like putting on some fancy moves, pass left, right, left, then go upfield. This play really allows for some freestyle playmaking, so play it by ear.



VARIATION THREE

Back Split: Variation 3 (1/2)
Snap the ball, and immediately hit receiver three



Back Split: Variation 3 (2/2)
Then quickly pitch the ball backwards to receiver two and run for it!



If you've been running variation two for weeks, and your opposition is starting to catch on, try this one out just to stir things up. It's usually good for five to ten yards if used sparingly. Hit receiver three just as the play starts, then lateral to receiver two and make a break for it. You can try hitting receiver one from there, but chances are he'll be covered, so only do that against sloppy opposition.

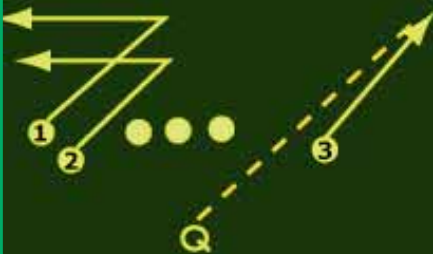
BLIZZARD

This play doesn't have many proponents, because it's very susceptible to a hard rush, takes a long time to develop, and has a limited payoff even when run successfully. But, if you're feeling a little adventurous, it's worth running a time or two. Who knows? Maybe you'll find something we missed...





Blizzard: Basic (1/1)
Drop the QB back, then quickly hit receiver three on the right



BASIC

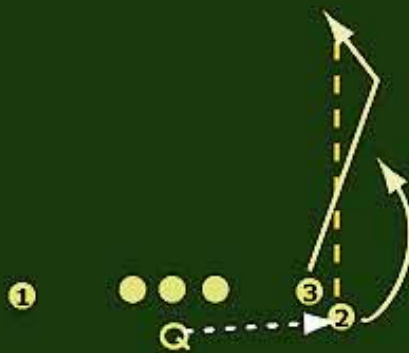
Snap the ball and drop straight back. Look to receiver three on the right—if the opponent is running a blitz, the cover man will drop off right as the play begins, and you can hit receiver three for a nice gain. If he's covered, hang on tight until receiver one makes his break to the left sideline, and hit him.

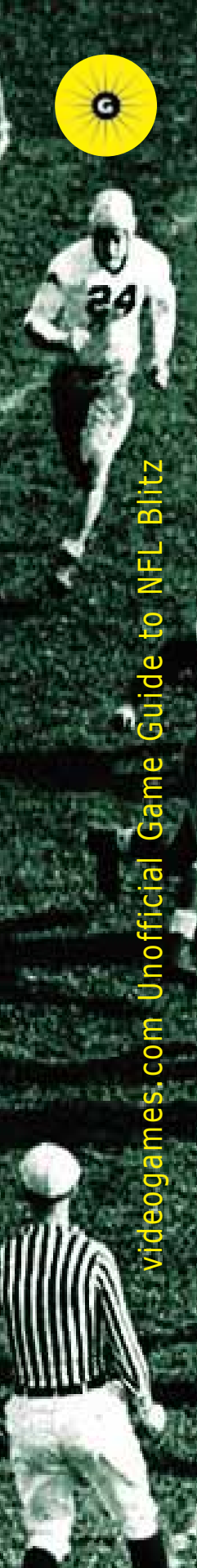
VARIATION ONE

Blizzard: Variation 1 (1/2)
Bring receiver two in motion all the way to the right...



Blizzard: Variation 1 (2/2)
...then hit the snap button twice, and either run or pass to receiver three





Bring receiver two in motion to the right until he is to the outside of receiver three. Hit the snap button twice. Run upfield, or, if you don't face immediate pressure, stay behind the line and see what happens with receiver three—he may break into the clear and be open for a big gain.

CRISS CROSS

This is a very solid play that can be used to pick up big chunks of yardage with relatively little risk. Intermediate players are particularly susceptible to the basic Cross and its variations, although even experts will have trouble stopping it when executed correctly.

BASIC

Criss Cross Basic (1/1)

Drop straight back, wait for the cross, then hit the open receiver



Drop straight back, and look towards the center of the field. The one and three receivers will cross, and (depending on the defense) one or the other will break open almost immediately thereafter. If you're hurried, hit the running back, who will be open on the right sideline.





VARIATION ONE

Criss Cross:

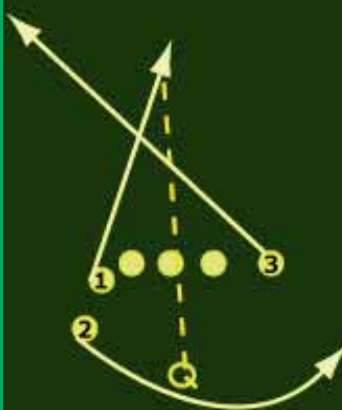
Variation One (1/2)

Put receiver one in motion to the right



Criss Cross Variation 1 (2/2)

Drop straight, wait for the cross, and hit the open receiver



If your opponent is putting on a fierce pass rush, speed up the development of this play by bringing receiver one in motion until he is just outside the left tackle. Since he's closer to receiver two to begin with, they'll cross more quickly, making it easier to hit the open man—generally, receiver one.





VARIATION TWO

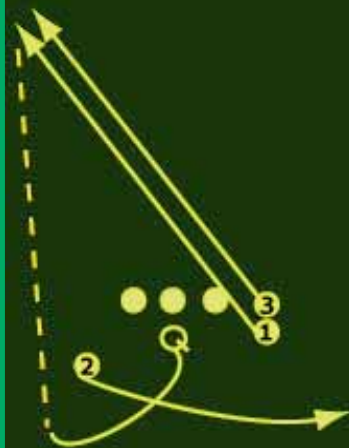
Criss Cross Variation 2 (1/2)

Bring receiver one in motion until he is behind receiver three



Criss Cross Variation 2 (2/2)

Drop back and to the left, and hit the outside receiver



This is as close to a dirty trick as you'll find in Blitz. Bring receiver one all the way to the right, so that he is either directly behind or to the outside of receiver three. Snap the ball. Drift back and to the left, ignoring the back on the right side of the field. Look at the two receivers, who will now be running—one right behind the other—towards the left corner. Throw the ball, making sure that you're selecting the left-most receiver. It will be a completion every time, because the trailing receiver will act as a buffer between your target receiver and any nearby defenders; even if your opponent switches men and dives, he won't be able to stop you.





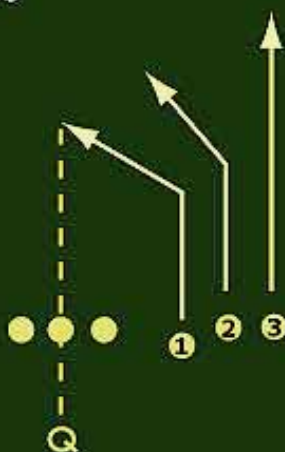
DA BOMB

The classic choice for end-of-game or long-yardage situations, Da Bomb is one of the few plays that offers three deep-receiving options. It's also very easy to run—just back up and let the ball fly. Unfortunately, most players are very experienced in defending against this play, so it rarely works against a skilled opponent.

BASIC

Da Bomb: Basic (1/1)

Drop the quarterback straight back, then hit receiver one over the middle



The number-one option on Da Bomb is receiver number one, who will generally come open immediately after he makes his break off the line of scrimmage. Drop straight back and look for him directly over the middle, or, if there isn't any pressure, hold on until he's alone on the left-hand side of the field before pulling the trigger.



VARIATION ONE

Da Bomb:

Variation One (1/2)

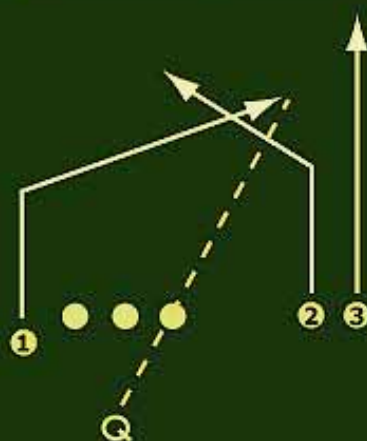
Bring the receiver in motion to the left...



Da Bomb:

Variation One (2/2)

...and look for him to come open in the area cleared out by receivers two and three



Bring receiver one in motion to the left. Once he's beyond the left tackle, snap the ball. Receivers one and two will run their normal routes, but receiver one will now cut to the right instead of to the left. This often allows him to come open underneath receivers two and three.



VARIATION TWO

Da Bomb:

Variation Two (1/2)

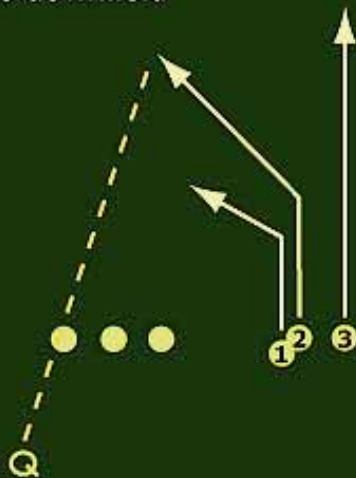
Put receiver one all the way in motion to the right, then quickly snap the ball...



Da Bomb:

Variation Two (2/2)

Drop back (way back) and to the left. Look for receiver two downfield



This is especially effective against a Near Zone. Put receiver one in motion all the way to the right. Snap the ball. Drop back and to the left, biding as much time as you can. Look for receiver two to break open over the middle about 50 yards downfield.



VARIATION THREE

Da Bomb:

Variation Three (1/2)

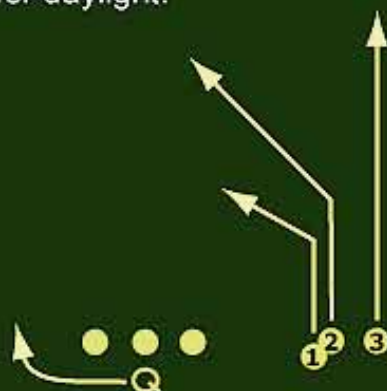
Put receiver one all the way in motion to the right, then quickly snap the ball...



Da Bomb:

Variation Three (2/2)

Quickly take your quarterback outside and run for daylight!



As with any set where all three receivers are to one side, the possibility exists for a quick QB scamper to the other side of the field. Put receiver one in motion to right, drawing the opponent's attention, then quickly snap the ball and head toward the left side of the field, being careful not to angle upfield until you're clear of the nearest defender.





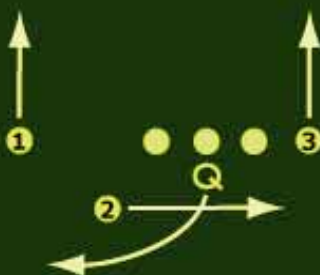
DAWG HOOK

This play has effective but limited options, and if a skilled opponent knows you're calling Dawg Hook, he won't have a very hard time stopping it. But if he's unskilled or unsure, the play has a couple options that can be nearly unstoppable against man-to-man coverage. Against zones you'll have to work a little harder, but there are some short gains to be had.

BASIC

Dawg Hook: Basic (1/2)

Roll back and to the left, watching receiver one at all times



Dawg Hook: Basic (2/2)

As soon as the defender drops a step off, throw to receiver one



Snap the ball and roll out to the left, watching your number-one receiver the entire time. Against Safe Cover and other man defenses, the defender covering receiver one will almost always drop back a few steps. Fire the pass just as the defender takes his second step away. It is very hard for your opponent to recover in time, so you'll usually get at least 30 yards out of this.





VARIATION ONE

Dawg Hook:

Variation One (1/2)

Pitch the ball to the receiver two as he runs behind you



Dawg Hook:

Variation One (2/2)

Continue running right, then hit receiver three as he makes his break



This works well if receiver one gets taken out at the line. Hit receiver two as he runs behind you and continue over to the right. Receiver three will cut. Wait a second or two and hit him. He'll be open, and the path upfield should be relatively clear.

HAIL MARY

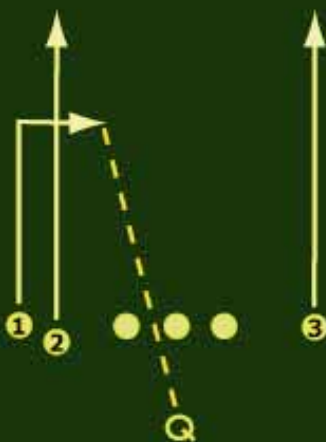
You might think the Hail Mary would make a good last-ditch, big-yardage play, but in reality it's totally useless. Sure, you might catch a pass or two against the computer, but any human opponent with a shred of skill will tear you apart.





Hail Mary: Basic (1/1)

Drop the quarterback and hit receiver one when he cuts right



BASIC

Wait until receiver one cuts right, and hit him for a short gain.

VARIATION ONE

Hail Mary:

Variation One (1/2)

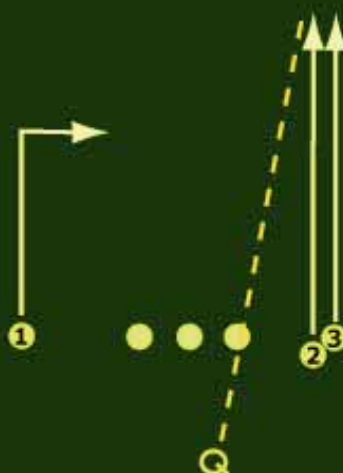
Take receiver two in motion all the way to the right



Hail Mary:

Variation One (2/2)

Drop back, throw the ball up and hope for the best





Run the man in motion (receiver two) over to the right side of the field, planting him next to receiver three. Wait until they get way out there, close your eyes, pass to one of them, and pray. If one bobbles it, the other guy might be able to snag it—unless the defense gets to it first.

HB BLOCK

This is a third-tier play, due to having only two available receivers (both of which run extremely simple patterns), making it easy for a skilled opponent to shut you down.

HB Block: Basic (1/1)
Drop back, and quickly hit receiver one on the left (even if he is covered)



BASIC

Drop straight back two steps, and immediately fire to the number-one receiver. Even if he's covered (which he generally will be), he'll make the catch a fair amount of the time for a short gain. Alternatively, drop back farther and hit receiver three as he makes his break across the middle of the field.





HB Block:

Variation One (1/2)

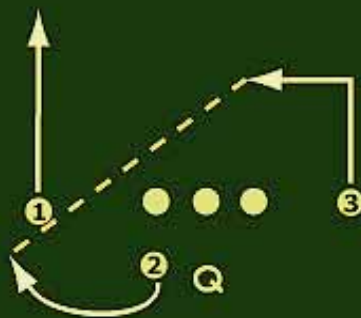
Double tap the snap button and pitch the ball to the running back



HB Block:

Variation One (2/2)

Run to the left, and either continue upfield or hit receiver three as he crosses the middle



VARIATION ONE

Tap the button twice quickly to do a pitch to the running back. Swing him out to the left, and run toward the sideline. Receiver one will draw the defender in the area downfield. Continue to the outside for a short gain. Alternately, keep the back behind the line after he gets the ball, and look to hit receiver three as he breaks across the middle.





VARIATION TWO

HB Block:

Variation Two (1/2)

Bring receiver one in motion to the right, until he is behind receiver three



HB Block:

Variation Two (2/2)

Drop back and to the left, then hit receiver three as he makes his break



Bring receiver one in motion to the right, until he is directly behind receiver three. Snap the ball, and fade back and to the left. Look for receiver three to be open when he makes his break to the left.





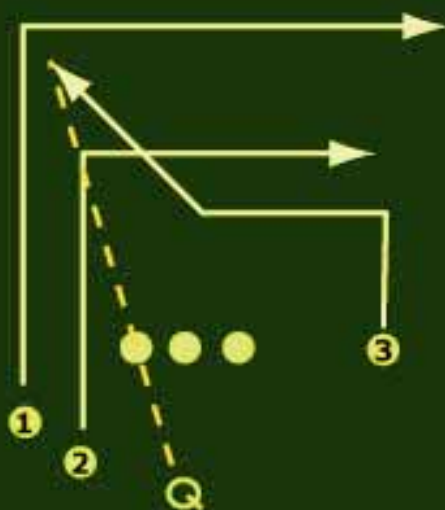
MIDDLE PICK

This is a good play for picking up mid-range yards, provided you have enough time to let the "pick" take place and the receivers to get open. As a result, it generally only works against the computer or an opponent who doesn't rush the quarterback—but don't expect to gain a lot of yards.

BASIC

Middle Pick Basic (1/1)

Drop straight back. and hit receiver three as he comes off the pick



Drop the quarterback straight back. Eventually, receivers two and three will cross in the middle of the field. Most of the time, one or both will come wide open, and generally, the longer you wait to throw the ball, the bigger the play will be.



VARIATION ONE

Middle Pick Variation 1 (1/2)
Bring receiver two in motion all the way to the right



Middle Pick Variation 1 (2/2)
Drop back and hit receiver three



Bring receiver two in motion all the way to the right, until he is directly behind receiver three. Snap the ball. Drop the quarterback back and to the left. Both receivers two and three will run upfield, and then break to the left. Receiver two will shield receiver three from the backside defenders, so hit receiver three, who'll be the middle receiver.



VARIATION TWO

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Middle Pick Variation 2 (1/2)
Bring receiver two in motion all the way to the right



Middle Pick Variation 2 (2/2)
Hit the snap button twice,
and run receiver two to the
outside



Bring receiver two in motion until he is behind or to the outside of receiver three. Hit the snap button twice quickly, and the ball will shoot out to receiver two. Run outside for an eight-to-15 yard gain.





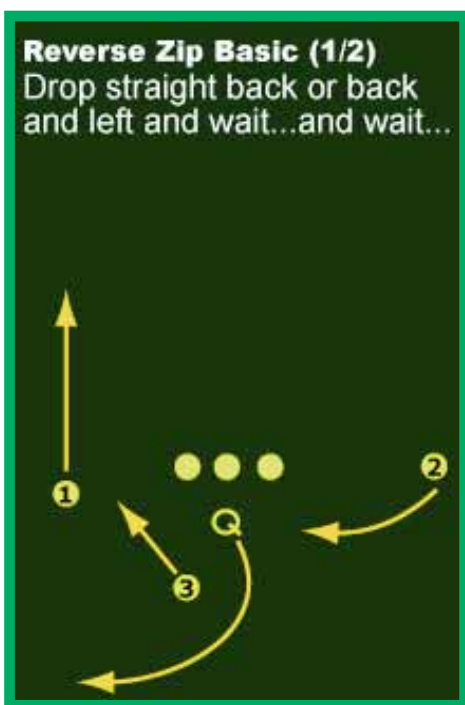
REVERSE ZIP

As with almost all Blitz plays that have only two receivers running patterns, Reverse Zip is limited to change-up duty and little else. Still, against the computer or an opponent who doesn't put a lot of pressure on the quarterback, Reverse Zip can have its moments.

BASIC

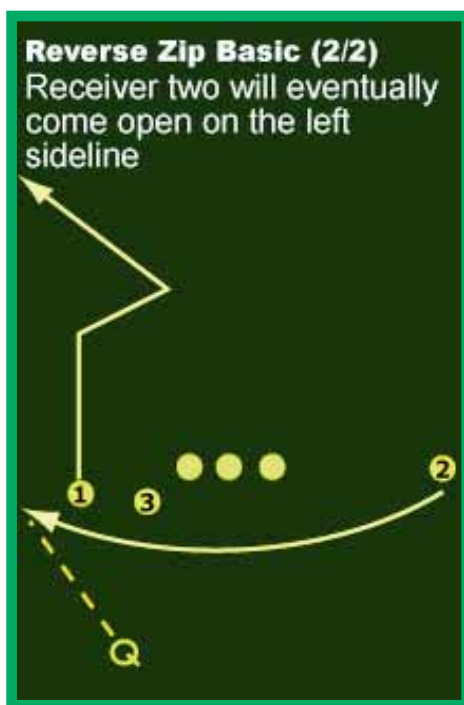
Reverse Zip Basic (1/2)

Drop straight back or back and left and wait...and wait...



Reverse Zip Basic (2/2)

Receiver two will eventually come open on the left sideline



Snap the ball and drop straight back or to the left (the running back will stay in to block, so you shouldn't be under immediate pressure). Receiver two will run all the way across the field, moving from right to left, losing any man-to-man defenders in the process. Wait until he reaches the left side of the screen, then hit him.

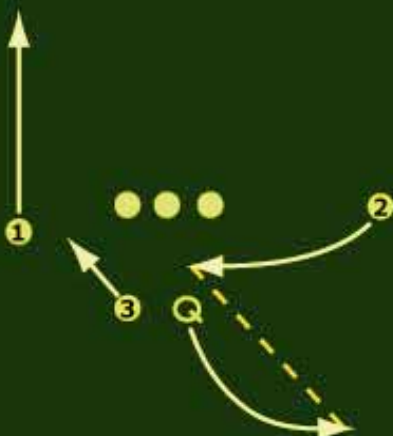




VARIATION ONE

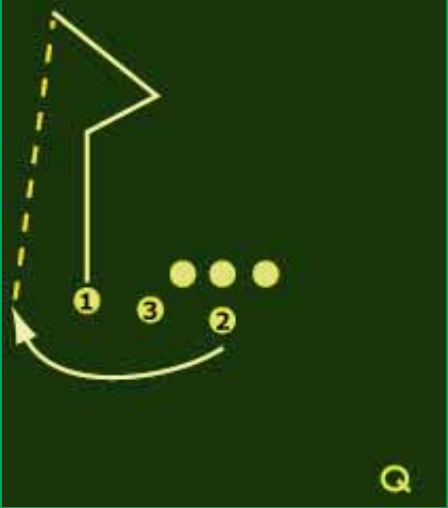
Reverse Zip Variation 1 (1/2)

Drop back to the right, and hit receiver two as he reaches the middle of the field



Reverse Zip Variation 1 (2/2)

Either run towards the left sideline, or hit receiver one deep



Snap the ball and fade back and to the right. Hit receiver two as he reaches the middle of the field, then either run toward the left-hand sideline or look to hit receiver one deep (he should break open as he heads toward the right sideline).



VARIATION TWO

Reverse Zip Variation 2 (1/2)

Take receiver one in motion until he's behind receiver two



Reverse Zip Variation 2 (2/2)

Hit the snap button twice quickly and the ball goes to receiver one



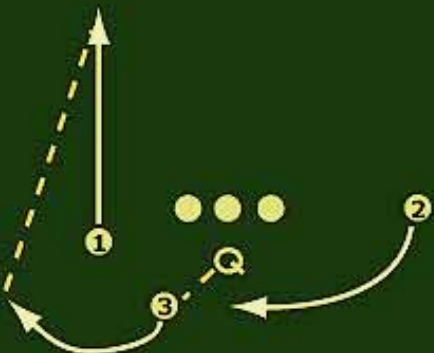
Take receiver one in motion until he is directly behind receiver two. Hit the snap button twice quickly, and the ball will be thrown immediately to receiver one. Either run to the outside or drop back a couple steps and hit receiver two downfield.





Reverse Zip Variation 3 (1/1)

Hit the snap button twice quickly. The ball goes to the running back who can either run or pass



VARIATION THREE

Hit the snap button twice quickly. The ball will shoot to the running back, who can either run left to the outside or throw back across the field to receiver one.

SCREEN

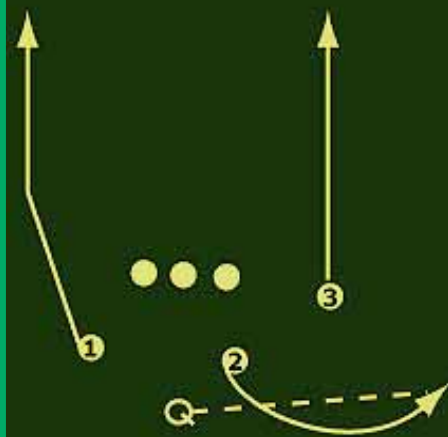
The Screen uses the same formation as the Back Split. It isn't a terribly useful play, but you can occasionally call it when your opponent is expecting the Back Split and confuse him.

BASIC

Receiver two will run back and to the right. Hit him and make a break for it.

Screen Basic (1/1)

Receiver two will run back and to the right. Hit him and make a break for it

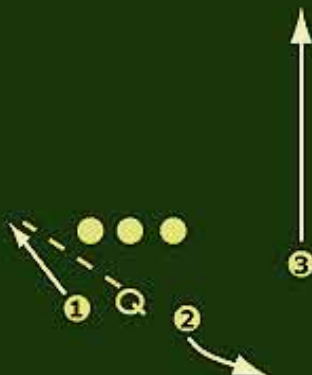




VARIATION ONE

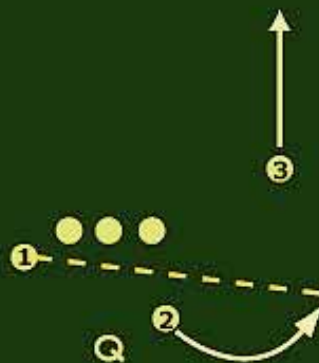
Screen Variation 1 (1/2)

Hit receiver one right as the play starts



Screen Variation 1 (2/2)

Then lob it to receiver two, who will still be behind the line. Run for it.



Hit receiver one right as the play starts. Pull up, then lob the ball over to receiver two, who will still be behind the line. You can either look downfield for receiver three, or just run for it.

SLANT

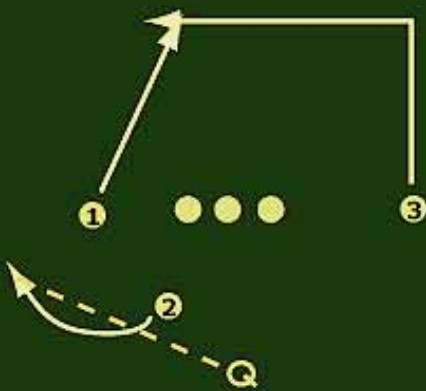
This is a simple yet incredibly effective play and a cornerstone of many offensive game plans. It does have a few big-gain maneuvers, if you can manage to wait behind the line without getting sacked, but it's best used to methodically pick apart most zone and blitz defenses.





Slant Basic (1/1)

Drop back two steps and hit receiver two just as he approaches the line of scrimmage



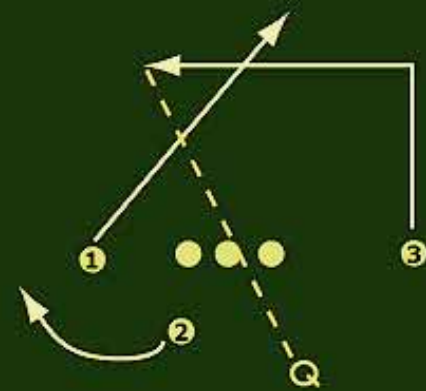
BASIC

Drop back two steps and hit the man on the left just as he approaches the line of scrimmage. Against blitzes and most zones (Near Zone sometimes covers him, sometimes doesn't), he'll be wide open. Pull off a little fancy footwork near the sidelines for a 20-yard gain. Against Safe Cover, your man will get crushed every time, so hit him about a second or so earlier and attempt to spin around or through the defender.

VARIATION ONE

Slant Variation 1 (1/1)

Hit receiver three after he crosses with receiver two



This play requires patience behind the line. Snap the ball. Drop back a few steps and roll out to the right. Receivers two and three will cross paths upfield, with receiver three cutting left and receiver two heading for the right sideline. Against man defenses, receiver three will be open. Against most zone coverage, receiver two will be open as he nears the right sideline. You can try to hit receiver three against

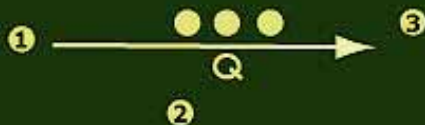


zones, but he'll occasionally run right into double coverage. If your QB gets into hot water, you can dump the ball off to receiver one before continuing on with the rest of the play.

VARIATION TWO

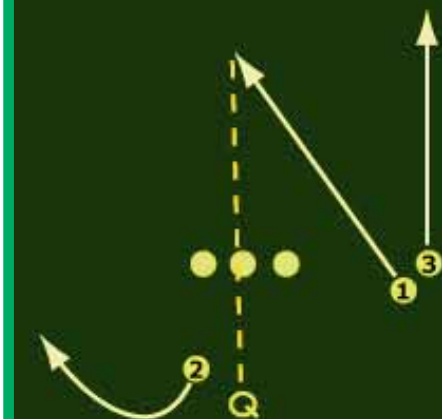
Slant Variation 2 (1/2)

Hit receiver three after he crosses with receiver two



Slant Variation 2 (2/2)

Hit him when he's about eight to ten yards upfield



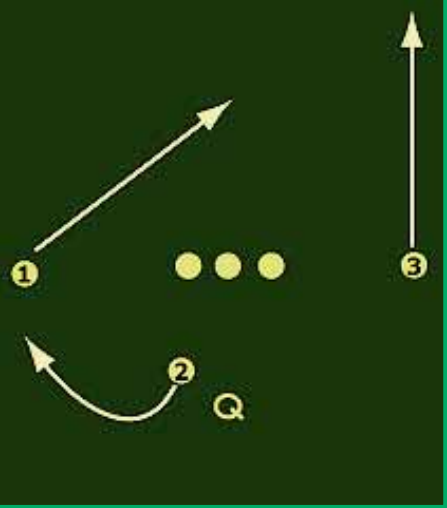
This is only effective against zone defenses. Bring receiver two in motion to the right until he is between the right lineman and receiver three. Hit him when he's about eight or ten yards upfield. As always, you can mix it up even more by hitting receiver one first, then throwing a second pass.



VARIATION THREE

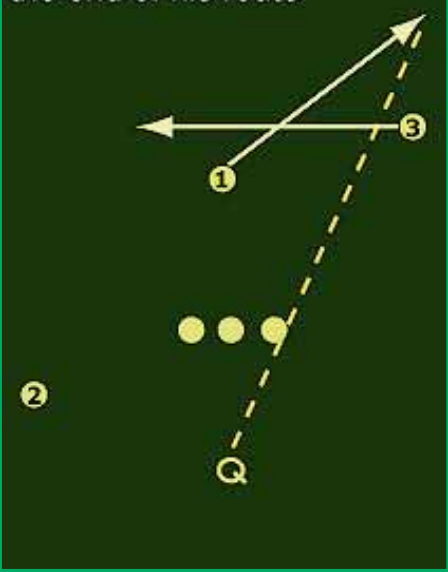
Slant Variation 3 (1/2)

Drop straight back into the pocket, and watch receiver one



Slant Variation 3 (2/2)

Hit receiver one as he nears the end of his route



This requires even more patience than variation one. Receiver one will cross the line of scrimmage, head upfield a little bit, and then cut right. If you can stay in the pocket long enough, he'll be wide open as he nears the end of his route. You'll have to fight for long yardage on this play, but it's a good out if you miss the other two receivers' windows.

SUB ZERO

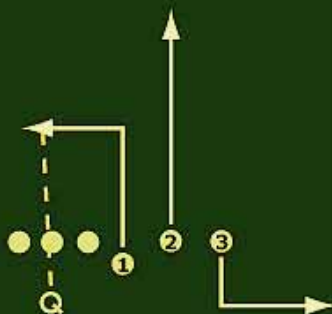
This is right on the edge between a first- and second-tier play. It has multiple variations, and can be useful as a change of pace, or for short-yardage situations. The main drawback to Sub Zero is that it rarely results in a major gain, even when run to perfection.





Sub Zero Basic (1/1)

Drop straight back, wait until receiver one is directly above the QB, and fire away



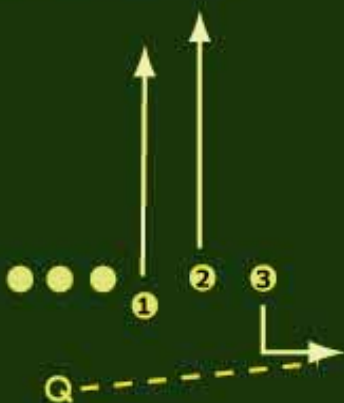
BASIC

Like its first cousin, Super Fly, running Sub Zero in its most basic form generally involves hitting the number-one receiver as he crosses the middle of the field. Drop straight back, wait until the receiver is directly above the QB, and fire away. If you find yourself being pressured, dump the ball to the number-three receiver, who will be wide open behind the line of scrimmage to the right (be ready to avoid the defender, who will be just a couple yards away).

VARIATION ONE

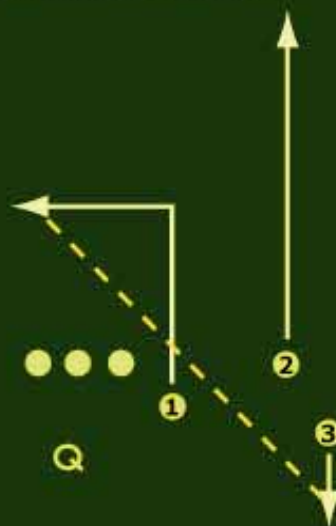
Sub Zero Variation 1 (1/2)

Snap the ball, take two steps back, then hard pass to receiver three along the right hand sideline



Sub Zero Variation 1 (2/2)

Take a couple of steps back and hit receiver one





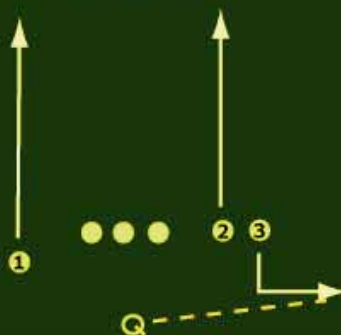
Sub Zero's variations all involve a double pass, first to receiver three, then to receiver one. In this variation, snap the ball, take two steps back, then hard pass to receiver three along the right-hand sideline. Now that you're controlling receiver three, take a couple steps back, then hit receiver one, who will be crossing the field from right to left about ten yards downfield.

VARIATION TWO

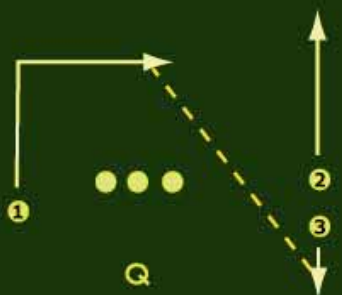
Sub Zero Variation 2 (1/3)
Bring receiver one in motion all the way to the left



Sub Zero Variation 2 (2/3)
Snap the ball, take two steps back, then hard pass to receiver three along the right hand sideline



Sub Zero Variation 2 (3/3)
Drop back a couple of steps, and hit receiver one



Bring receiver one in motion all the way to the left. Snap the ball, take two steps back, then hard pass to receiver three along the right-hand sideline. Controlling receiver three, take two steps back, then fire to receiver one, who will be crossing about ten yards downfield, this time from left to right.



VARIATION THREE

Sub Zero Variation 3 (1/2)

Bring one receiver in one motion all the way to the right



Sub Zero Variation 3 (2/2)

Quickly snap the ball and run the quarterback to the left side of the field



This is especially good for short yardage. Bring receiver one all the way in motion to the right, drawing the opponent's attention. Quickly snap the ball and run the quarterback to the left side of the field, which will be wide open. Another variation is to run the quarterback down the line to the right; if no defenders challenge, turn upfield immediately for a short gain. If a defender does challenge, pitch to receiver three, and either run up the sideline or pass to receiver one, who will break open over the middle.



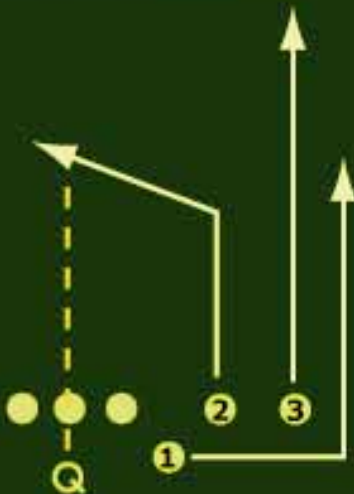


SUPER FLY

This is one of the most versatile and effective plays in the game. Its main advantages are that it can be used against any defense and, depending on the position of the motion receiver, is excellent for both short- and long-yardage situations.

BASIC

Superfly Basic 1/1
Hit receiver two as he makes his break towards midfield



With no motion, drop straight back. Nine times out of ten, the open receiver will be number two. You can hit him at two points. If you are under pressure, hit him right as he makes his break toward midfield, about two seconds after the snap. If you time it correctly, the defense will not be in position to break up the play. Alternatively, if there isn't any pressure, you can go for a longer gain by rolling toward the right side, then firing cross-

field, hitting number two as he continues his pattern toward the opposite sideline. For a quick dump, look to hit the number-one receiver just as he approaches the sideline—if you wait much longer than that, he will definitely be covered—but don't expect a big gain.





VARIATION ONE

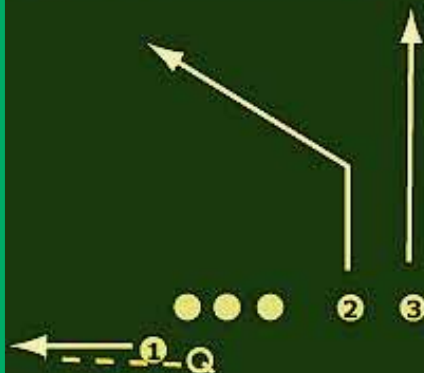
Superfly Variation 1 (1/2)

Put receiver one in motion to the left until he won't go any farther



Superfly Variation 1 (2/2)

Run your quarterback directly to the left and pitch the ball to receiver one



This is especially effective against Save Cover. You can use the flat pattern of the number-one receiver to run what is essentially an option play. Bring him in motion toward the left side of the field. When he is two or three strides beyond the left tackle, snap the ball and run your quarterback directly to the left. Wait for the nearest defender to close, then throw the ball to receiver one, who will be running directly to your left, parallel to the line of scrimmage. Timed correctly, the defender will get tied up with your quarterback, despite the fact that he doesn't have the ball, leaving receiver one to run for a 15- or 20-yard gain.





VARIATION TWO

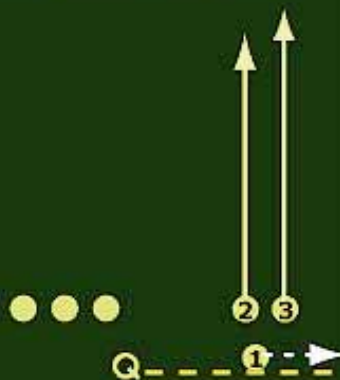
Superfly Variation 2 (1/2)

Put receiver one in motion to the right until he won't go any farther



Superfly Variation 2 (2/2)

Snap the ball, and run the quarterback directly right, then pitch to receiver one



This is especially effective against a zone defense. This is essentially the previous play in reverse, but using three receivers on one side to flood the zone defense. Put receiver one in motion to the right until he won't go any farther. Snap the ball and run the quarterback directly right while at the same time looking upfield. If the coast is clear, turn straight up for an eight-to-ten-yard gain. If a defender is closing, throw the ball to receiver one, who will be all by himself near the right sideline. Turn him upfield for a ten- to 15-yard gain.



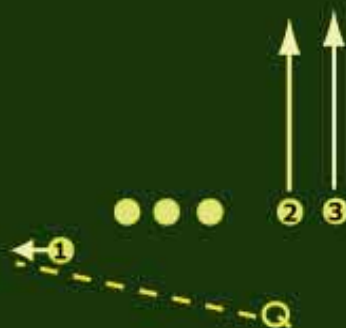


VARIATION THREE

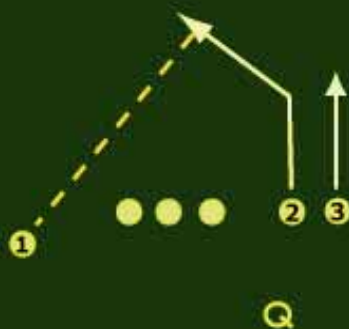
Superfly Variation 3 (1/3)
Bring receiver one in motion toward the left side of the field



Superfly Variation 3 (2/3)
Throw the ball to receiver one



Superfly Variation 3 (3/3)
Either run or hit receiver two on his crossing pattern



This is especially effective against a Medium Zone defense. Bring the motion receiver all the way the left. Snap the ball, then roll back and to the right. Hard pass to receiver one, on the left. Now you can either run, or, since receiver one will still be behind the line of scrimmage, back up and hit receiver two on his crossing pattern; as with the basic variation, he will be open nine times out of ten right as he makes his break





toward the middle of the field. Run correctly, this variation creates a left-right-left action that will confuse and frustrate most defenders.

VARIATION FOUR

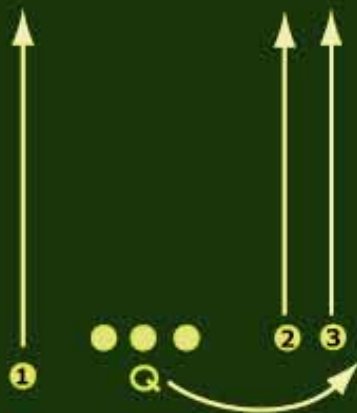
Superfly Variation 4 (1/2)

Call Da Bomb, and bring receiver one in motion towards the left side of the field



Superfly Variation 4 (2/2)

Take one step left then run to the right



This is especially effective in short yardage. After you've made your opponent pay numerous times using variation one, you're ready for this trick. Call Da Bomb, which uses an identical formation to Super Fly. Bring receiver one in motion as if you're going to run the option, drawing the defender's attention to the left side of the screen. Snap the ball, take one step left, then run directly to the right. By the time you reach the right tackle, the defenders on that side of the field will be eight to ten yards downfield covering receivers two and three, leaving plenty of running room. Head to the sideline and upfield for a significant gain.



SWEEP

Although it can be highly effective, this is not generally considered a first-tier play. This is because it has only two eligible receivers, one of whom is a back, and since it is fairly easy for a skilled player to take out the downfield receiver, the offense's options are limited. Still, as a change-up play or against an opponent who likes to run the Medium Zone, the Sweep can be a nice addition to your game plan.

BASIC

Sweep Basic (1/1)

Hit the snap button twice in succession, and turbo the running back towards the center



Hit the snap button twice in succession. The quarterback will pitch to the running back, who will be heading toward the right side of the field. Simultaneously, receiver three will head to the inside, drawing the defender with him, clearing the way for the running back. Turbo toward the corner for a nice gain. This variation is so simple that almost no one uses it, and that means it can be highly effective once or twice per game.



VARIATION ONE

Sweep Variation (1/2)

Drop straight back, and hit the running back after he reaches the right side of the field



Sweep Variation 1 (2/2)

Either run, or hit receiver one as he makes his break



This is especially effective against the Medium Zone. Take the quarterback on a straight drop back. Hit the running back after he reaches the right side of the field, using the hard pass. At this point, either run for a medium gain, or, since the back is still behind the line of scrimmage, stop just before crossing the line and hit receiver one as he makes his break, about three seconds after the snap. A slight variation on this play is to drop the quarterback back and left initially; this will create a highly advantageous left-right-left effect that will leave defenders reeling.



VARIATION TWO

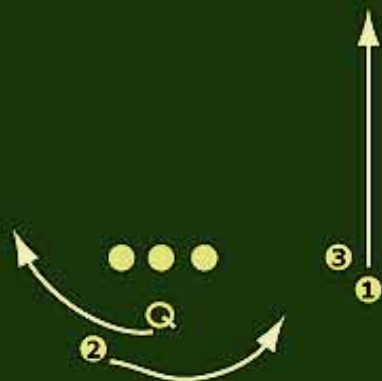
Sweep Variation 2 (1/2)

Bring receiver one in motion all the way to the right



Sweep Variation 2 (2/2)

Snap the ball and run directly to the left



This is especially effective against Safe Cover. When they see the sweep formation, most experienced players will take out receiver one as soon as the play begins. You can use this tactic to your advantage with this variation. Take receiver one in motion all the way to the right, until he is lined up directly behind receiver three, taking the opponent's attention along with him. Snap the ball, then immediately head for the left side of the field, which will be totally open. Take care not to angle upfield too quickly, and you should be in for a nice gain.



TURMOIL

This is another versatile play that will work against both man and zone defenses. It shares the same formation as Dawg Hook, which should keep players confused if you properly mix up your play calling.

Turmoil Basic (1/1)

Snap the ball and roll out to the left, watching receiver three. Hit him as he comes open



BASIC

Snap the ball and roll out to the left, watching receiver three. Against man coverage, receiver three will occasionally be open for a second or two after the play starts. If he is, hit him and run for it. If he's covered, go to receiver two, who will still be behind the line, and head upfield.

VARIATION ONE (AGAINST NEAR ZONE COVERAGE)

Against the near zone, you can try hitting receiver three immediately as the play starts and attempt to spin past the three guys who will be diving at you. It won't work every time, but when it does, you'll have a clear field ahead of you.

Turmoil Variation 1 (1/1)

Hit receiver three immediately and start spinning

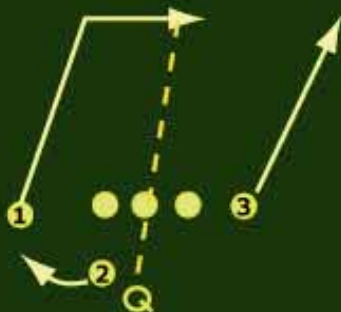




VARIATION TWO (AGAINST NEAR ZONE COVERAGE)

Turmoil Variation 2 (1/1)

Drop back after the snap and hit receiver one after he cuts right over the middle

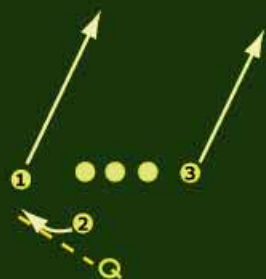


To mix things up a bit (variation one won't work forever), drop back after the snap and hit receiver one after he cuts right over the middle. If your opponent is expecting variation one, he'll take the guy covering the middle of the zone and point him at receiver three. This will leave the middle wide open, allowing you to hit receiver one with ease.

VARIATION THREE

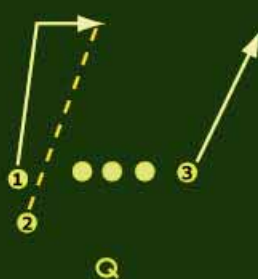
Turmoil Variation 3 (1/2)

Pass to receiver two, then wait for receiver one to cut



Turmoil Variation 3 (2/2)

Hit receiver two as he breaks over the middle





This is reasonably effective against man coverage and both zones. Pass to receiver two, then wait for receiver one to cut. Hit him when he's over the middle and make a break for it.

VARIATION FOUR

Turmoil Variation 4 (1/2)
Pass to receiver two and wait... and wait



Turmoil Variation 4 (2/2)
Hit receiver three after he crosses paths with receiver one



This is especially effective against man coverage. Pass to receiver two and wait. Receivers one and three will cross paths. Receiver three will usually be open on the left side of the field, but receiver one will occasionally be open as well. Watch the field, make sure you don't get tackled before passing the ball, and hit the open man.



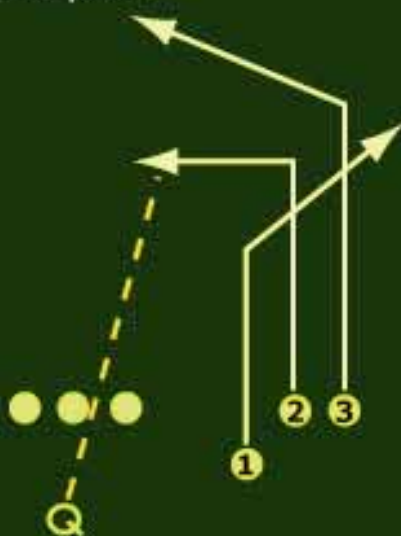


U.T.B DEEP

This is a solid play that can be very effective, provided the quarterback has enough time to let it develop. By combining a three-receiver set with nasty crossing patterns, U.T.B Deep is equally useful against zone and man coverages.

BASIC

U.T.B. Deep Basic (1/1)
Drop straight back; when you see receiver two break, throw the pass



The vast majority of the time, the open receiver will be number two—he'll shed his man right after he makes his break to the left, about 15 yards downfield. Drop straight back, keep your eyes on the center of the field, and when you see receiver two break, throw the pass. Also note that in many cases, receiver one will be open immediately after making his break, but the defense will close on him fairly quickly.



VARIATION ONE

U.T.B. Deep Variation 1 (1/2)

Bring receiver one in motion until he's all the way to the left



U.T.B. Deep Variation 2 (1/2)

Put receiver one in motion to the left, until he is directly behind the right tackle



Bring receiver one in motion until he is all the way to the left. When the ball is snapped, instead of running his pattern toward the right sideline, he'll now go to the left, which can create a clean passing lane if your QB is in the right position. After snapping the ball, take the QB back and to the left, and hit receiver one as he breaks to the outside of the defender and toward the sideline. Alternatively, look back across the middle for receiver number two.

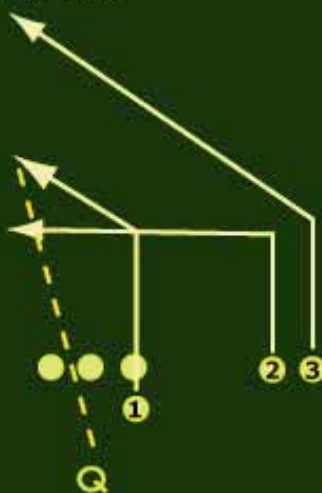


VARIATION TWO

U.T.B. Deep Variation 2 (1/2)
Put receiver one in motion to the left, until he is directly behind the right tackle



U.T.B. Deep Variation 2 (2/2)
Snap the ball, and throw to receiver one



This one doesn't work against every defense, but when it does, it's cool. Put receiver one in motion to the left until he is directly behind the right tackle. Snap the ball. Receiver one will run his pattern to the left, as will receiver two—in fact, if you time the throw right, receiver two will shield receiver one from the nearby defenders, ensuring the completion and opening up the possibility for a long run after the catch. (This is a lot like variation three of the Cross Pass).



VARIATION THREE

U.T.B. Deep Variation 3 (1/2)

Put receiver one in motion to the left, until he is directly behind the right tackle



U.T.B. Deep Variation 3 (2/2)

Snap the ball, and run the QB to the left and upfield



As with any set where all three receivers are to one side, the possibility exists for a quick QB scamper to the other side of the field. Put receiver one in motion to the left, drawing the opponent's attention, then quickly snap the ball and head toward the left side of the field, being careful not to angle upfield until you're clear of the nearest defender.

UP THE GUT

Another Turmoil-like play, this one has a couple great options that, when used in moderation, almost guarantee medium-to-large gains.





Up the Gut Basic (1/1)

Let receiver three take a few steps to the right, then hit him



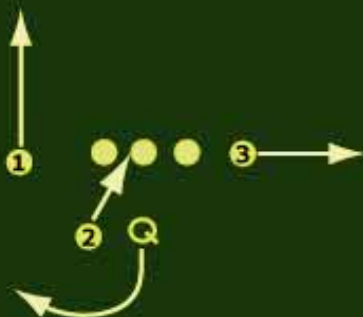
BASIC

Receiver three breaks right just as the play starts, and usually has enough daylight to get a pass and make a run for it. Let him take about four steps, then hit him. The Near Zone has a slightly better chance at stopping this than the other plays.

VARIATION ONE

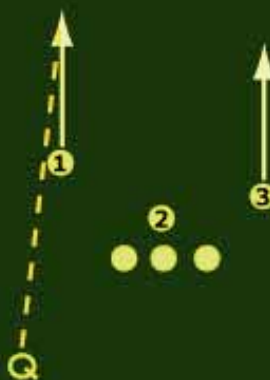
Up the Gut Variation 1 (1/2)

Snap the ball and roll out to the left, watching receiver one the entire time



Up the Gut Variation 1 (2/2)

Fire the pass just as the defender takes his second step away



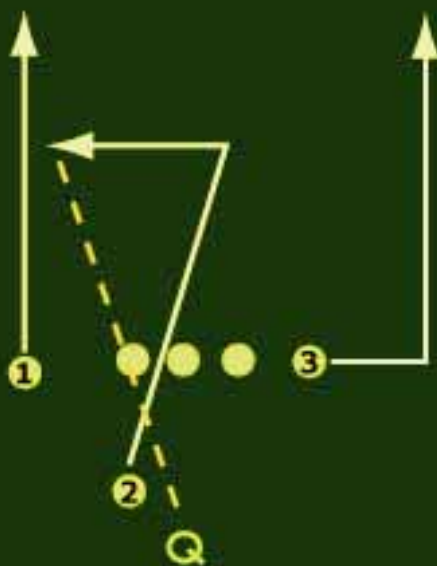


This is especially effective against man coverage. Snap the ball and roll out to the left, watching your number-one receiver the entire time. Against Safe Cover and other man defenses, the man covering receiver one will eventually drop back a few steps. Fire the pass just as the defender takes his second step away. It is very hard for your opponent to recover in time, so you'll usually get at least 30 yards out of this. This will also work against zone defenses, but it can be tricky. Try moving the receiver around to different places to find the best spots for each zone.

VARIATION TWO

Up the Gut Variation 2 (1/1)

Hit receiver two after he makes his break to the left



Receiver two will break through the line, run a few yards, and cut left. He'll be open after he cuts, so hit him and do some damage.

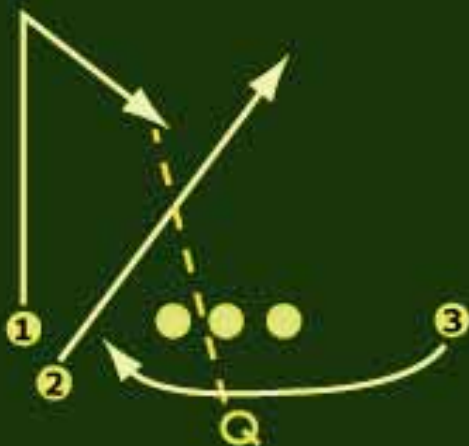


UPPER CUT

A second-tier play, largely because it takes a long time to develop, and thus is very susceptible to a hard rush by the defense. And even if you manage to run it well, the payoff really isn't there in terms of yardage.

BASIC

Up the Gut Basic (1/1)
Drop straight back, and hit either receiver one or receiver three



Drop straight back, and you have two options. The first will be receiver one, who will run all the way across the field, ending up wide open behind the line of scrimmage to the right. The second option is receiver three, who will run an up-and-in on the left side of the field. If you practice, it's possible to time your throw so that it's in the air before he makes his break back to the ball, all but assuring a com-

pletion. To do this, you need to make the throw about 2 1/2 seconds after the ball is snapped.



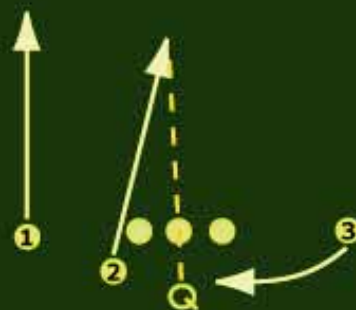


VARIATION ONE

Upper Cut Variation 1 (1/2)
Bring receiver two in motion until he is just outside the left tackle



Upper Cut Variation 1 (2/2)
Receiver two will then break open right over the middle - hit him immediately



Bring receiver two in motion until he is just outside the left tackle. Snap the ball. Generally, receiver two will then break open right over the middle. If he does, hit him immediately. If he doesn't, fade to the right, then hit receiver three on the left. Now that you're controlling receiver three, check receiver two again, because he will often break into the clear toward the right sideline. If he does, hit him. If he doesn't, cut your losses and run receiver three upfield for a short gain.



VARIATION TWO

Upper Cut Variation 2 (1/2)

Take receiver two and put him fully in motion to the left



Upper Cut Variation 2 (2/2)

Hit the snap button twice in succession, and the ball will shoot to receiver two. Run for it!

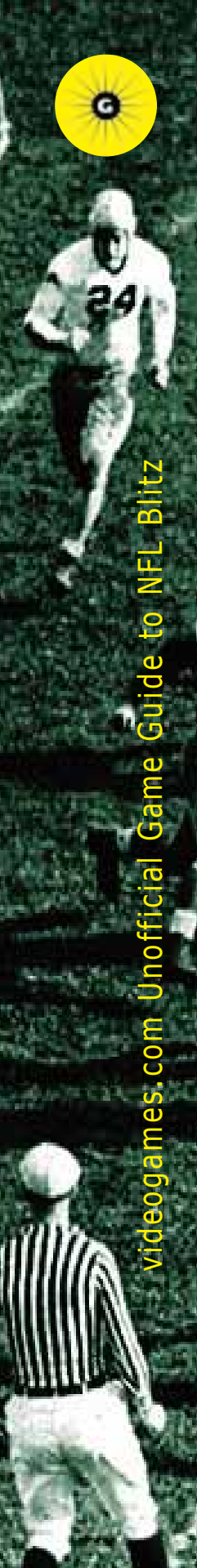


Take receiver two and put him fully in motion to the left, or bring him in motion to the right until he is directly behind receiver three. Hit the snap button twice in succession, and the ball will be quickly thrown to receiver two. Head toward the sidelines for a medium gain.

A green-tinted photograph of two baseball players in action, running on a field. The player on the left is in the foreground, wearing a dark jersey and a cap, with his arms outstretched. The player on the right is slightly behind him, also in a dark jersey and cap, with his hands raised. The background is a light, hazy field.

PART THREE

Play-by-Play Defense



In this section, we'll run you through every NFL Blitz defensive play. We'll not only tell you how the plays work, we'll tell you exactly how to run them for maximum effectiveness.

ONE-MAN BLITZ

Picture Safe Cover, only instead of covering one of the receivers, your left corner decides to run in and sack the QB, leaving his man wide open—not a very pretty picture. Some may argue the point, but after thousands of games we can safely say that it really doesn't put any more pressure on the QB than Safe Cover, and all but guarantees your opponent positive yardage. Don't waste your time with this play.

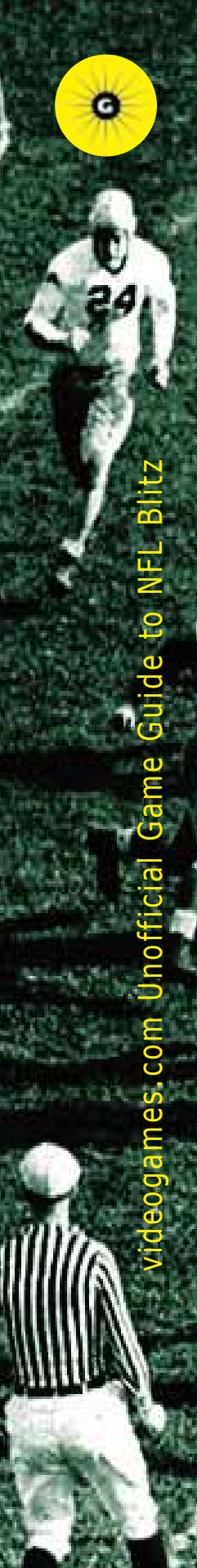
TWO-MAN BLITZ

Want to give up a whole lot of yardage in a short time? Call the Two-Man Blitz in the middle of the field. Granted, if you're fast, you can get to the QB and at least tip the pass some of the time, but the play leaves too many receivers open (as in, all of them!). If you're the gambling type, call it occasionally at the goal line as a last-ditch effort to drop your opponent for a loss—anywhere else, this one's a no-no.

DEEP ZONE

Much like Medium Zone, Deep Zone sets up a web of defenders just waiting to break up a pass. You'll have five players defending against the pass, but only two guys on the line, so you'll give up yardage against the Slant, the Sweep, and the





Split. If it's fourth and 20 or more and they're going for it, Deep Zone is a pretty good call, although, like Medium Zone, there's always the risk that with a juke or two, your opponent will turn a short pass into a monster gain. One tip: If you quickly switch players right as the play starts, you can sometimes get control of one of your two linemen, and occasionally break through the line and rush.

GOAL LINE

Even when you've been backed up all the way to your goal line, this defense really isn't worth calling. You'll get some decent man-to-man coverage out of it, but it isn't nearly as effective as Safe Cover, and the offense will inevitably have either one outside receiver or a running back wide open. If you must run this defense, try rushing the QB from the side, but be ready to switch as soon as he gets the pass off. Unfortunately, if it's a short-yardage situation, no matter how quick you switch, it will already be too late.

MEDIUM ZONE

This play is tailor-made for stopping the offense on fourth and long. The idea is to let your opponent run his play with little or no pressure—with four defenders deep, you can't mount much of a pass rush—but stop him before he gets the first down. The problem is that this defense is very susceptible to short outside pass plays, such as the Slant and the Back Split. And once the pass is completed, anything is possible, including the receiver juking your defenders for a big gain.





NEAR ZONE

A favorite of many skilled players, especially as a change-up if Safe Cover isn't working, Near Zone spreads five defenders across the field, and they pretty much stay put until a receiver enters their vicinity. This makes it one of the only defenses truly effective against outside pass plays, although you'll still have to work to make the tackle. Near Zone is also a good choice in a goal-line situation where the offense is more than five yards out, because it effectively neutralizes many crossing plays. The soft spot in Near Zone is right over the middle, generally because the middle defender is the one most players chose to control, and invariably that results in him being taken off his zone coverage.

SAFE COVER

This, for many players, is the only defense worth calling. It plants a man on every one of the receivers and gives you a free man to stir up trouble with. Here's your play: Take the man it gives you and run him between the middle and right linemen. As soon as the play starts, jump and take out one of his linemen. Then quickly switch players and run him into the hole you just created. In a perfect world, you'll sack the quarterback. If he gets the pass off, quickly switch players again and jump on the intended receiver before the ball gets there. There are a few plays that, when run correctly, will burn this defense, so it's important to watch for patterns in your opponent's game. If you can read him well enough, you'll know which receiver to dive on right as the play is starting, which will throw your opponent off-guard, usually resulting in a botched play.





SUICIDE BLITZ

It has suicide right in the title, so don't say you weren't warned. If you don't tip the pass or sack the QB, it's over; this play leaves everyone open. Against the computer, you can usually get in close enough to disrupt the play, but against anyone that has played the game for more than 15 minutes, you're history. If you're at the goal line and you need to stop your opponent from scoring, you can sometimes catch him off guard with this play, but don't ever count on it. This is strictly a desperation move.

ZONE BLITZ

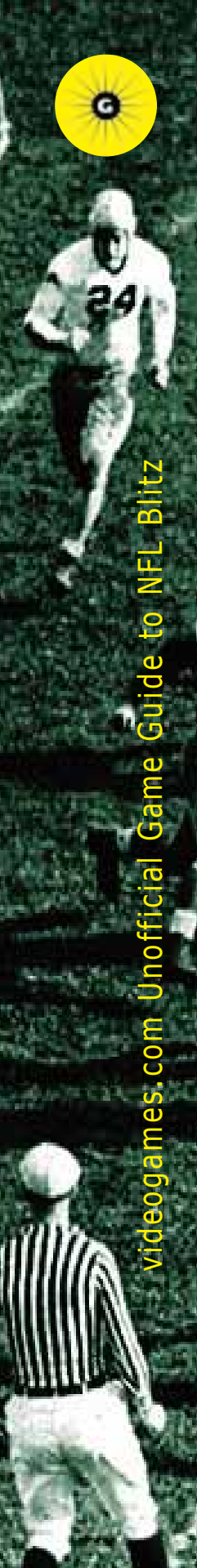
Like the one- and two-man blitzes before it, Zone Blitz will almost always leave at least one receiver wide open. Two men will rush from the outside, leaving only two deep defenders covering the entire field. While it can be effective against an opponent who is running the QB to the outside (the blitzing defenders will stop him dead in his tracks), it doesn't work against anything else and is especially vulnerable to plays that send the receiver to the outside, such as the Slant. Call it if you must, but don't expect much in return.





PART FOUR

The Blitz Game Plans



To help you out even more, we've written up our respective game plans for your inspection; this is how we approach the game, and what we do to win.

Now, don't take them as gospel. Instead, read over how we approach the game and figure out exactly what you need to do to approach the game.

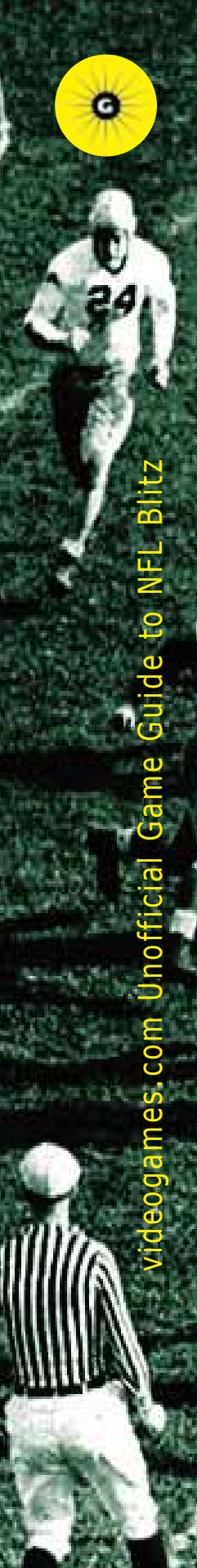
RYAN MAC DONALD'S BLITZ GAME PLAN

FAVORITE TEAM: GREEN BAY

The first step in transforming yourself from a good Blitz player into a great Blitz player is learning to quickly recognize what offensive or defensive play the opponent has called just by looking at his formation. This way, even before the ball is snapped, you know which way the receivers are headed and can plan accordingly. This falls under the same rubric that applies to most Blitz skills: practice makes perfect.

The next step on the path to great playerdom is a general awareness of everything that's happening on the field—the location of the receivers, how close the lineman are to the quarterback, everything. Balancing this general awareness against the specific awareness of the player you are controlling isn't always easy. I have been playing Blitz for a year now and still have days where I can't get it right. Sometimes I am too focused on what I am doing and miss the bigger picture of what is happening everywhere else on the field. Other times, I





"pan back" too far, and find myself out of position or late to the punch with the player I'm controlling. But since both situations occur all the time (both to my opponents and me) the key is being able to realize what going wrong and making the necessary adjustment to correct it.

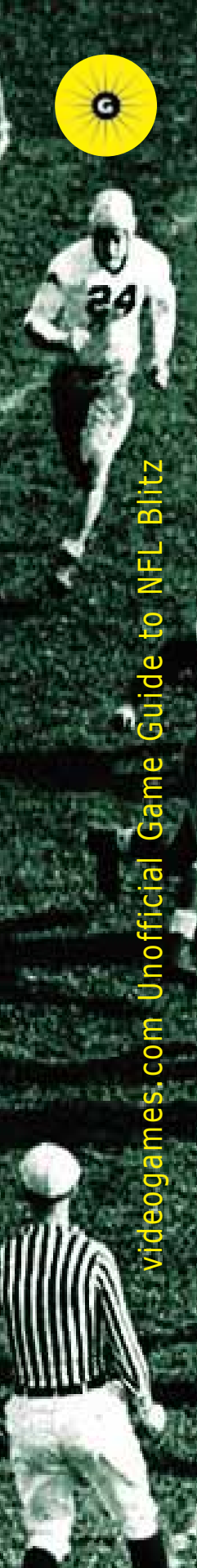
Usually when I am playing well, it's because I'll call my favorite offensive plays between ones that my opponents aren't use to seeing. I'll call Da Bomb every once in a while on first down to see if I can catch my opponent off guard, and then immediately move to proven plays like Blizzard. Of course, I also watch to see what defensive plays my opponent calls and adjust accordingly.

I like to run the ball with the quarterback a lot; if you try it, just remember to run along the sidelines so that if you fumble, the ball will go out of bounds. I really try to mix it up—run, throw, throw, run. But I also try to give my opponent a pattern that he can see and then trick him with a play completely out of the pattern.

As for defense, unlike others who call Safe Cover every time, I adjust my defensive plays based on the situation. Right at the beginning of the game I like to call Near Zone, because my opponents have a tendency to throw short, quick passes or run with the quarterback for the first couple of plays. Near Zone positions your cornerbacks in the prime short-pass interception zone.

The problem with Near Zone is that there are a few plays that can exploit the gaps between the defenders. You have to watch the play unfold very closely, since the play is designed to contain the offense, as opposed to halting it. A few yards can and will be gained if you don't stay right on top of the action. When my opponent only needs a few yards for a first down, and it's third or fourth down, and I have an inkling that he may run the ball, I always call Safe Cover. This play is excellent; it's actually the best overall defensive play, since it covers the receivers extremely well.





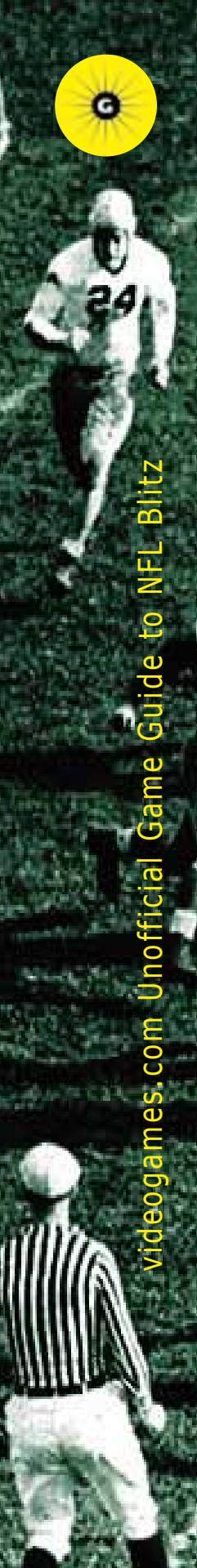
But when my opponent is in a situation like third or fourth down with 25 yards or more, I always call Medium Zone. This allows you to pressure the quarterback with a lineman without worrying about a receiver getting past your defenders. By the way, never, on any occasion, call a Blitz; it always leaves your backfield wide open.

Of course anything can happen in Blitz, and while these plays have worked for me time and again, they have also failed me on many occasions. Part of that is that you have to learn to read your opponents. Part is that nothing works every time. But, for the most part, these are the plays that have worked best for me.

A final note: One of my personal specialties is the onside kick. I used to do it every time I kicked the ball because it always seemed that my opponent would end up near the 50-yard line anyway. Besides that, many opponents don't know how best to receive the ball—the spinning screen always seems to throw them off, allowing me to recover the ball about half the time.

How did I maintain such a high percentage? I'm not sure, but I do have a guess, and for the first time anywhere, here it is: When performing the on-side kick, hold the joystick in the direction (left or right) of the player who has the colored indicator circle around him. Try to get the ball if it's deflected. If your opponent picks up the ball, immediately dive at him; he will likely fumble.

But in the end, onside kicks won't save you against a really good player. Ultimately, it's all about the plays you call and how well you can execute them. And speaking of plays, listed on the next page are some of my favorites.



Ryan's favorite offensive plays:

- Blizzard
- Uppercut
- Dawg Hook
- Turmoil
- Middle Pick
- Back Split

Ryan's favorite defensive plays:

- Near Zone
- Safe Cover
- Medium Zone

JEFF GERSTMANN'S BLITZ GAME PLAN

FAVORITE TEAM: DENVER

I usually start my games against new opponents very conservatively. I play the ball close to the sidelines, execute short passes and call lots of runs (Back Split, Slant, and Super Fly). On defense, I stick to the basic Safe Cover play (I've gone six or seven months calling nothing but Safe Cover). As I notice patterns in my opponent's game plan, I'll start to take out the most offending receiver just as the play starts. This usually causes a little panic in the opponents, and gives me the extra second or two that I need to sack the QB. Center your defense around forcing bad passes and not giving your opponent any open field to work with (if he does make a



catch, make sure he doesn't get any additional yardage on the play) and you should do just fine.

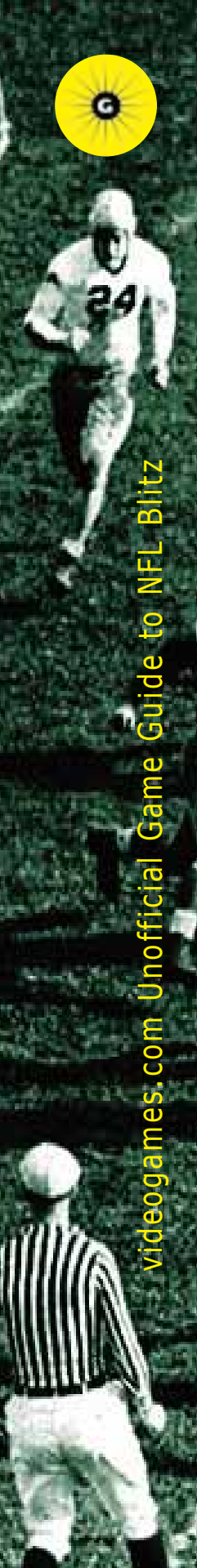
Against a more familiar enemy, recognizing tendencies is the key. For example, Vince Broady is my main competition in the office, and since we play three to five games of Blitz every day, we know each other very well. I know exactly what to expect out of him on most formations—but stopping him is where the game gets tough. But regardless of what the other guy does, the key is to never let any opponent change the way you play the game. Stick to your strengths and never give up—sooner or later, the other guy will make a mistake and let you back in the game. This approach has allowed me come back from some pretty serious deficits. Just know your plays, know your opposition, and practice to the point of extreme confidence.

This strategy served me very well at the NFL Blitz tournament held earlier this year at the Electronic Entertainment Expo. I went in knowing that I was pretty good at the game, but I didn't expect to win. As it turned out, my toughest game was against the editor-in-chief of Official PlayStation Magazine, Kraig Kujawa. We were neck-and-neck, but Kraig made a couple key mistakes that allowed me to snatch the victory from him. I played conservatively and consistently, and it paid off.

Jeff's Favorite Offensive Plays

- Back Split
- Slant
- Dawg Hook
- Sub Zero
- Super Fly





Jeff's Favorite Defensive Plays

- Safe Cover
- Safe Cover
- Safe Cover
- Safe Cover
- Suicide Blitz... OK, I'm kidding. This one is Safe Cover, too.

VINCE BROADY'S BLITZ GAME PLAN

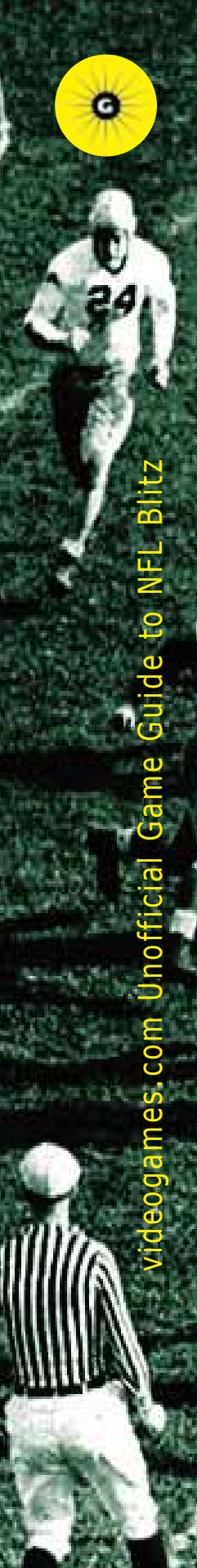
FAVORITE TEAM: DALLAS

My approach to Blitz is probably a little more philosophical than that of most other players. For me, the fun of the game isn't just winning per se. Rather, it's in finding new wrinkles within a given play—ways to take advantage of motion, AI quirks, and matchups against particular defenses. Finding these wrinkles takes a lot of time and energy, and since you can really only find them when playing a human opponent, it certainly will cost you plenty of games.

But in my mind, the end result is definitely worth it. There is no greater satisfaction than playing a top-rate opponent and showing him things he's never seen before, things he's absolutely powerless to stop. Of course, in the end, a good player will make the correct adjustments and learn to counter whatever new twists I come up with. But in the meantime, he's going to lose a lot of games by high margins, and hopefully, by the time he does figure it out, I've already got a new play in the works.

Of course, when it's a must-win situation versus a casual game, my attitude changes. I reduce the scope of my offense consid-





erably, adjusting my game plan to whatever defense(s) the opponent likes to run. For instance, if someone is running Safe Cover, I will run the Super Fly option variation repeatedly until they show me they can stop it. If they're running Near Zone, I'll go with Sub Zero. If they're running Medium Zone, I'll take Da Bomb or Sweep over and over and over again. When the game is important, there's no shame in exploiting a defender's weakness repeatedly, and the "style points" you might get from trying to run your entire offense are irrelevant if you lose.

The toughest games of all are against opponents who know most, if not all, of the plays you like to run. As soon as the players reach the line, both sides know exactly what is about to happen, and the only question is who's going to execute the play better. Since execution improves with experience—even within a single game—in these situations it is absolutely vital to run as many different plays from as many different formations as possible. It's mentioned elsewhere in this guide, but forcing yourself to call a play using a pre-set pattern (i.e., row one, row three, row two) is a sure-fire way to keep the opponent off guard.

On defense, although I run Safe Cover about 75 percent of the time, I'm not afraid to run other defenses in particular situations, especially around the goal line. In these short yardage situations, I especially like Near Zone, because it pretty much shuts down short passes to the outside, as well as being effective against crossing patterns. I'll use Medium Zone for long yardage on third and fourth down, and even throw in a One-man or Two-man Blitz just to mix things up on occasion.

Besides play calling, I like to mix up how I play defense from series to series. For example, sometimes I'll rush with a linebacker, and other times I'll use him to knock a receiver down. Sometimes I'll come up to the line like I'm going to rush, then drop back into coverage at the last instant. I'm also a big fan of taking the middle linebacker in Safe Cover and putting him on the "strong" side of the field, then switching to a lineman to rush.



Variety is the spice of Blitz. Keep trying new things, and you'll be astounded at what you find.

Vince's Favorite Offensive Plays:

- Super Fly
- Sub Zero
- Da Bomb
- Back Split
- Dawg Hook
- Cross

Vince's Favorite Defensive Plays

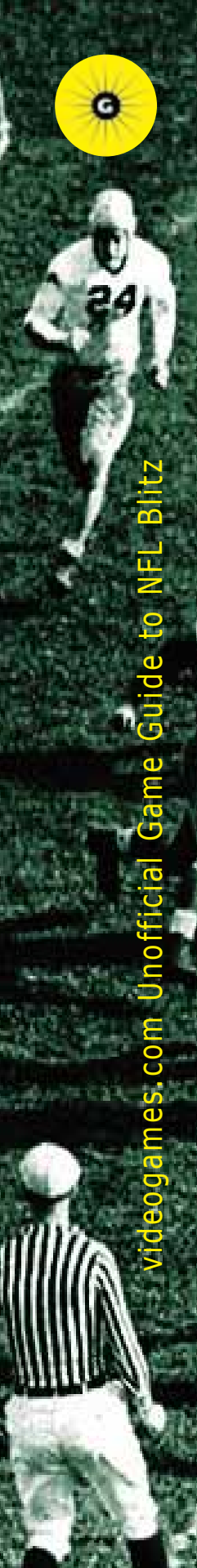
- Safe Cover
- Near Zone
- Medium Zone



A photograph of two burglars in a room, overlaid with a green tint. One burglar is on the left, wearing a dark long-sleeved shirt and dark pants, with a white belt. The other burglar is on the right, wearing a dark long-sleeved shirt and dark pants, with a white belt. Both are wearing dark balaclavas. The burglar on the right has their hands raised in front of them. The background is a plain, light-colored wall.

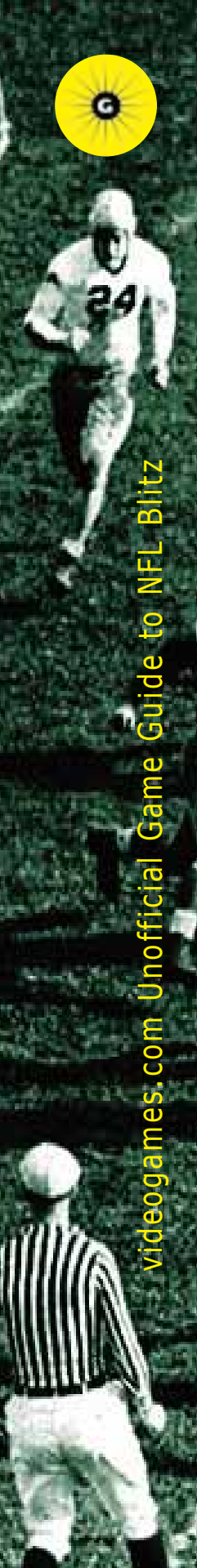
PART FIVE

The Cheat Codes and Secrets



The codes in Blitz are entered at the matchup screen. You need to hit the buttons the right number of times, then push a direction on the controller to complete the code. The first box is controlled by Turbo, the second by Jump, and the third by the Pass button. You can enter as many codes as you want before the game starts.

Tournament Mode	111, D
No CPU Assistance	012, D
Night Game	222, R
No Play Selection	115, L
Smart CPU Opponent	314, D
Show Field Goal Percentage	001, D
Turn Off Stadium	500, L
Late Hits	010, U
Show More Field	021, R
Hide Receiver Name	102, R
No First Downs	210, U
No Punting	151, U
No Random Fumbles	423, D
No Interceptions	344, U
Stepping Out	211, L
Fog On	030, D
Thick Fog	041, D
Weather: Rain	555, R
Weather: Clear	212, L



Weather: Snow	525, D
Big Head	200, R
Huge Head	040, U
Team Big Head	203, R
No Head	321, L
Team No Head	123, R
Invisible	433, U
Team Big Players	141, R
Team Small Players	310, R
Big Football	050, R
Super Field Goals	123, L
Fast Pass	250, L
Super Blitzing	045, U
Hyper Blitz (enables Infinite	555, U
Turbo and Super Field Goals,	
disables First Downs)	
Infinite Turbo	514, U
Turbo Running	032, L
Power-up Teammates	233, U
Power-up Blockers	312, L
Power-up Speed	404, L
Power-up Defense	421, U
Power-up Offense	321, U



PLAYSTATION-ONLY CODES

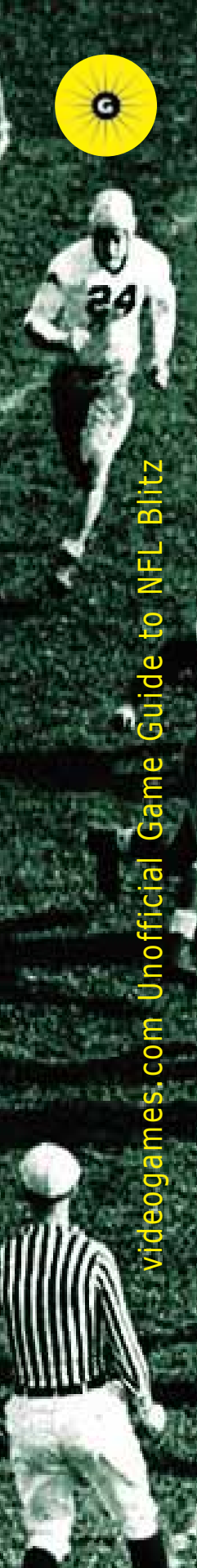
Unlimited Throw Distances	223, R
Super Pass	423, R
Unidentified Ball Carrier	522, D
Invisible Receiver	333, L
Super Blitz	444, U

SECRET CHARACTERS

These names and PINs will get you new heads for your characters. Enter them just as you would enter any name and PIN.

TURMEL	0322
SAL	0201
JASON	3141
GENTIL	1111
FORDEN	1111
VAN	1234
CARLTN	1111
THUG	1111
JENIFR	3333
DANIEL	0604
JAPPLE	6660
SKULL	1111
BRAIN	1111





ROOT	6000
LUIS	3333
MIKE	3333
SHINOK	8337
RAIDEN	3691

PLAYSTATION-ONLY CHARACTERS

DAVID	3456
AZPOD	4777
FRANC	1221
JUAN	6521
BERT	8735
JOVE	6644
AUBREY	6666
ALLEN	7911
BYRON	1969
FRANZ	8421
BRIAN	2221





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